

SECTOR: Infrastructure – Public Realm

CLIENT: MACE

PROJECT: Bracknell Regeneration

BACKGROUND: The Bracknell Regeneration project had multiple critical paths over a number of aspects of the project. Public realm works was identified as a project critical activity. These works included paving, drainage, services, street furniture and signage. Total project value was £5m.

Delivery of public realm works was made more complex since working within a live retail environment with open shops, banks and restaurants. Work had to be continually phased and tight logistics planning to enable pedestrian access and materials delivery.

High Street East was one of the priority work areas for public realm, and was the focus of this improvement summary.

WHAT WE DID:

Facts

33%
Programme reduction

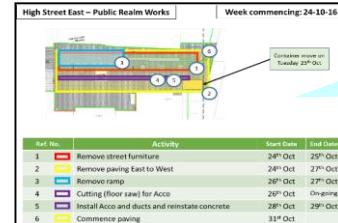
- Review of programme with BLU3 – created an agreed work programme for Phase 1 works
- Worked to define the best set-up, organisation, resource profile and methods to support high productivity for paving works
- Carried-out a number of work observation studies
- Identified issues relating to set-up, work allocation, resources and productivity

BENEFITS:

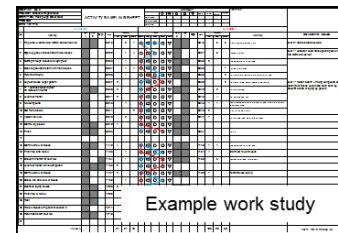
Facts

97%
PPC

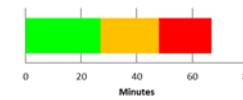
- Programme betterment of between 7-10 days
- Improved programme predictability
- Planned Percentage Complete increased from 70% to 97%
- Enhanced collaboration and teamwork with all project parties



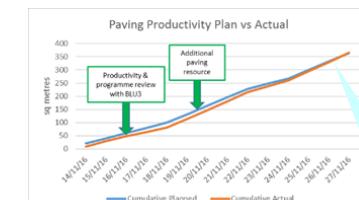
- Improved target programme created with sub-contractor team
- Represented in the form of marked-up weekly work phased layouts



High Street East - 15/11/16
Phase 1 Paving - Section 1



Programme achieved within target time despite 1 week delay and slow productivity start



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