

METHOD STATEMENT



To be submitted prior commencement of Work

Project Name:	World Chess Championships
Company:	People Creative
Title/Task:	Install Exterior Wall
Date of Issue:	23/10/18

Project No:	-
Works Package:	Install on 1/11/18
Document No:	1

Section 2 DATES

Proposed Start Date:	1/11/18
Expected Duration:	2 days
Exact Location Attach plan:	Old Central St Martins, Building collage and the Cochrane Theatre
Document Prepared by:	Nigel Murchison

Scope / Sequence of works:

Offloading and Distribution

1. Materials to be Brought in by fitters on day of install.
2. All lifting to be carried out by trained personnel
3. All materials will be placed in a designated area and stored in a tidy fashion.

Installation

Ensure access to and around local working area is free from the potential cause of slips, trips and voids. Using barriers create a safe zone around the installation area stopping pedestrians from entering the instal zone. Ensure safe routes are maintained. Alterations to safe routes to be agreed prior with Contractor. All personnel will be briefed for their respective operations both on safety aspects as well instructional. They will sign to say that they understand and agree to abide by the method statements and risk assessments specific to the project.

Fitting Graphics

Setting out will be carried out in accordance with contract drawings using crystal Aluminium frame with a silicon edge fabric print. Working from small steps or hop-ups. The Crystal frame will be screwed onto the timber wall. Once the frame is in position the fabric silicon edge graphics will be fitted to the frame by pushing the silicon edge into the channel on the frame.

House keeping.

1. At the end of every shift clean work area and dispose of materials in waste bins provided by contractor
2. Ensure all RHM materials and plant are kept in a tidy manner.
3. Excess rubbish is disposed of and area cleaned to condition as found

Section 3 PERSONNEL

No. of Personnel	4
Supervisor (with contact No.)	Simon Jeffrey [REDACTED]