Appendix D – Summary delivery plan and high level risk register

Table 1. New estate parking management scheme summary roadmap 2020-22

 Policy approval 	Q3 2020/21
2. Surveys and Site Mapping Q4	2020/21
3. Service Design, cost, and SLA	Q4 2020/21
4. Procedure and Systems phase 1	Q1 2021/22
Pilot sites identified	Q1 2021/22
6. TMO Stage 1 consultation approval	Q1 2021/22
7. Briefing and Training	Q1 2021/22
8. Procedure and Systems phase 2	Q1 2021/22
9. TMO Stage 2 consultation approval	Q2 2021/22
10.TMO notices approval	Q2 2021/22
11. Site Work (Signage, Line Marking etc	.) Q2 2021/22
12. Information and Notice	Q2 2021/22
13. Pilot sites launched	Q3 2021/22
14. Pilot site review	Q3 2021/22
15. Process review	Q3 2021/22
16. Roll out plan approved	Q3 2021/22
17. Roll out	Q3 2021/22 – Q4 2022/23

Table 2. Summary of the current high-level risk register

1. IT systems will not be able to support the recommended changes	 Impact High Probability Medium
2. Resources are not released or are withdrawn, due to competing demands	 Impact High Probability Medium
3. Implemented solutions will not deliver the expected business benefits	 Impact High Probability Medium
4. Legislative/regulatory changes affect policy	 Impact Medium Probability Medium
5. Budget restraints will render improvements undeliverable	 Impact High Probability Medium
6. Related projects delay implementation or don't deliver improvements affecting delivery – Impact High Probability High	
7. Organisational changes impact on service delivery	 Impact High Probability Medium
8. The performance of contractors affects ability to meet core targets	 Impact High Probability High
Annual leave/unplanned absence negatively impacts on delivery	 Impact Medium Probability Medium
10. Decision making bodies decline to approve request or support recommendations. – Impact High Probability Medium	
11. Consultation returns a negative response to proposals	 Impact Medium Probability High
12. Specialist resources are not available to undertake the work required	 Impact Medium Probability Low