

26TH ANNUAL



26TH LCI CONGRESS
OCTOBER 22-25, 2024

Introduction to Last Planner System ® in Design

Neelanjana Sen, Stantec | Justin Wise, Stantec

SURFING THE WAVE OF LEAN DESIGN AND CONSTRUCTION

October 22, 2024

Preamble



Introductions



Justin Wise

Justin is a Healthcare Principal at Stantec with a focus on integrated project delivery (IPD) and a dedication to Lean principles.



Neelanjana Sen

Neelanjana is a Principal in Stantec's San Francisco office, focused on healthcare design and delivery. Neelanjana believes that architecture gets stronger by embracing a diversity of ideas and pushing boundaries.

Facilitation Slide




Facilitator: Neelanjana Sen + Justin Wise			10/22/2024	Time keeper: Justin Wise		
Meeting Start Time: 8:00 AM CDT			Meeting End Time: 12:00 PM			
Time (PST)	Duration	End Time	Topic	Leader	Who	Notes/Decisions/Action Items
8:00 a	5 min	8:05 AM	Preamble	NS/JW		1. Speaker Introductions 2. Rules of Engagement 3. Plus/Delta
8:05 a	25 min	8:30 AM	Milestone Lecture/Discussion	NS/JW	ALL	1. Group Discussion (10 min)
8:30 a	35 min	9:05 AM	Group Activity #1	ALL	ALL	1. Milestone Planning (20 min) 2. Report Out (15 min)
9:05 a	10 min	9:15 AM	BREAK	ALL	ALL	
9:15 a	35 min	9:50 AM	Phase Pull Planning Lecture/Discussion	NS/JW	ALL	
9:50 a	90 min	11:20 AM	Group Activity #2	ALL	ALL	1. Phase Pull Planning (65 min) Use SCRUM to solve issue and discuss promises 2. Report Out (25 min)
11:20 a	20 min	11:40 AM	Conclusion Lecture/Discussion	NS/JW	ALL	1. Weekly Work Planning 2. Learning/PPC/PRCO/Comittments 3. Root Cause 4. Reflection 5. Capturing Lessons Learned 6. How to Implement Group Discussion (10 min)
11:40 a	20 min	12:00 PM	Next Steps/Adjournment plus/delta	NS/JW	ALL	




Rules of Engagement




1 Phones/Devices OFF during the meeting
-
check at break



2 One meeting
-
NO side bar discussions




3 Listen
-
Engage the material
-
Keep an open mind



4 No "rank" in the room
-
we are equal peers



5 Help team stay on task



6 Return from breaks / be in your chair on time



7 Safe zone
-
ask questions
-
no fear



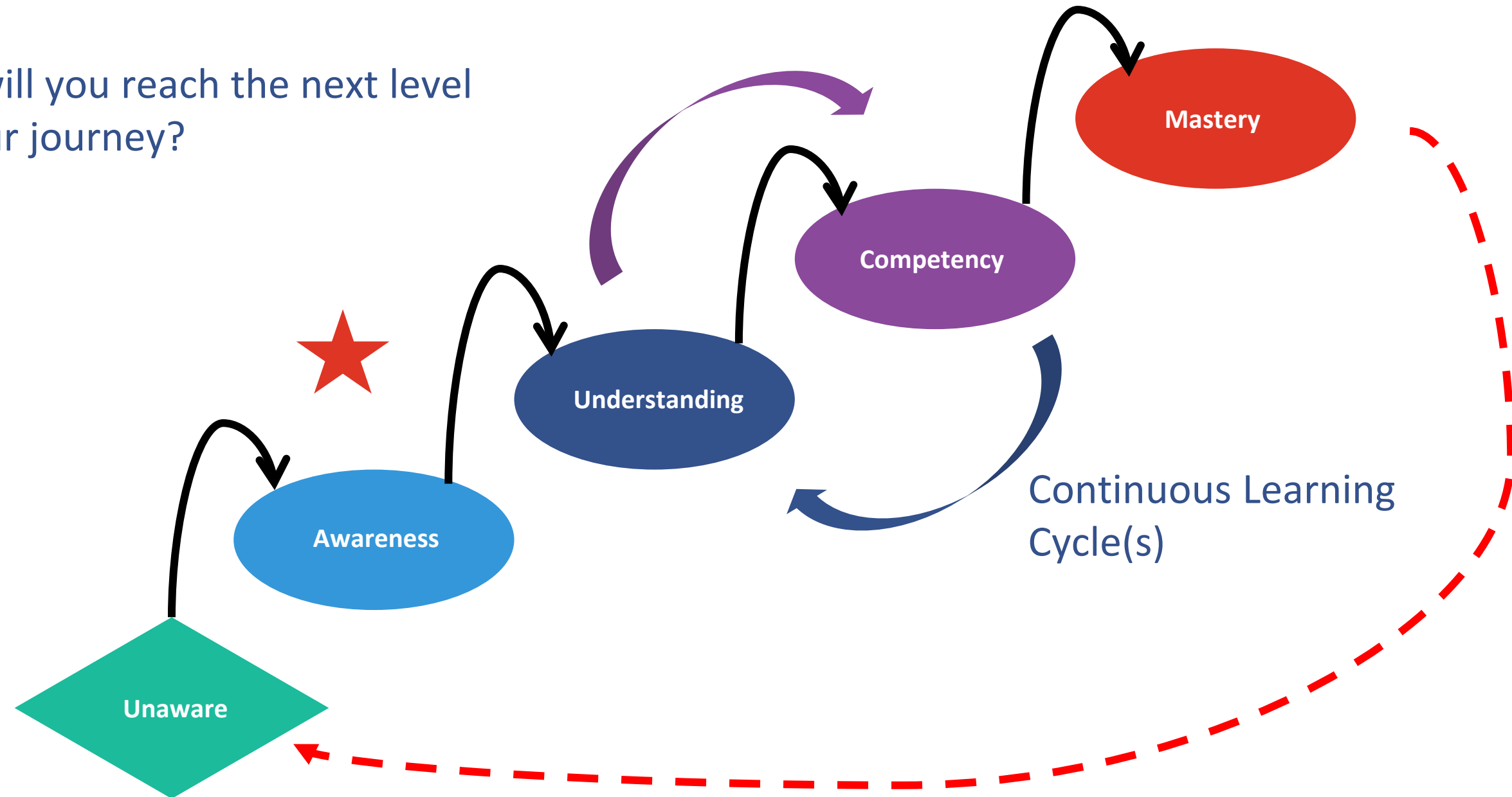
Milestone Planning



Lean Journey to Mastery



How will you reach the next level on your journey?

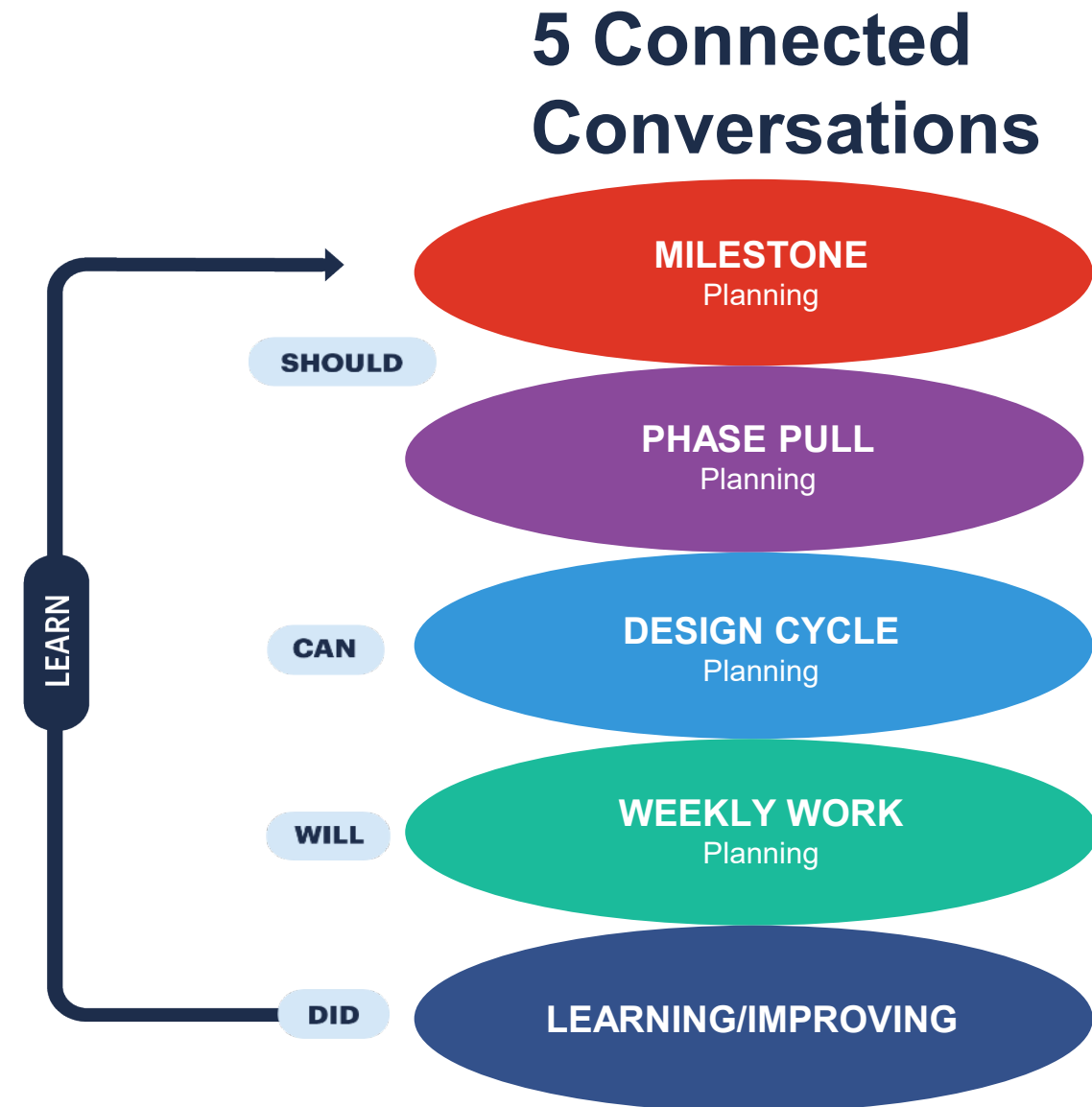


Learning Overview



1. Why Last Planner System®
2. LPS® Overview
3. Milestone Planning
4. Phase Pull Planning
5. Design Cycle Planning
6. Weekly Work Planning
7. Learning/Improving

The Last Planner System® (LPS®) is a registered trademark of the Lean Construction Institute.



Group Discussion



What is your understanding of the difference between Ideation and Production Design Activities?

Group Discussion 5 mins; Report out 5 mins



Why LPS® In Design?



Experienced Lean practitioners implementing LPS in design state that it aids in:

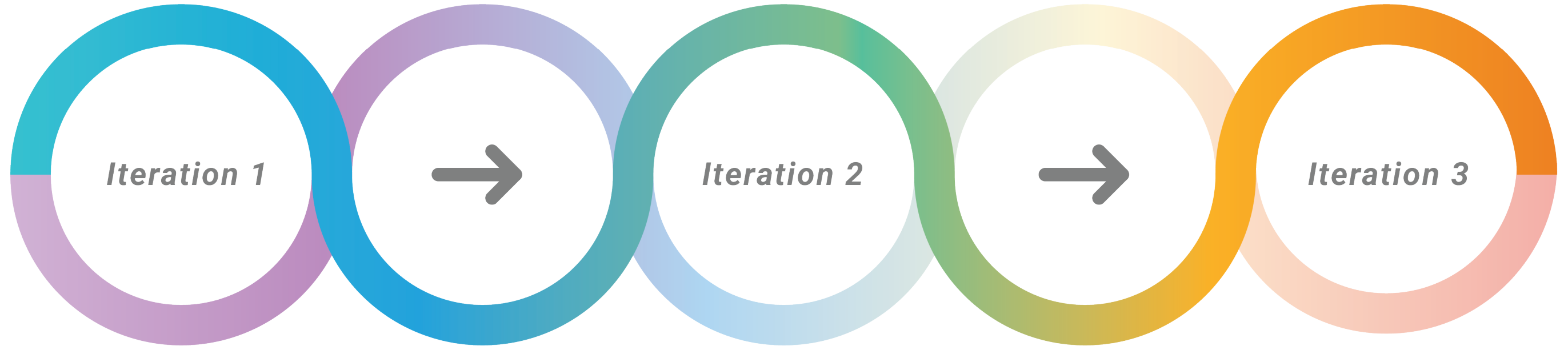
- **Information** Sharing
- Identifying key **Decision** points.
- Alignment with **Conditions Of Satisfaction**
- Team Alignment for **Project Delivery**



LPS® In Design



Iterative Process Flow



Creative Process

Planning and CoS

Set Based Design

Testing/Target Costing

Evaluation + Reflection

Creative Process

Planning and CoS

Set Based Design

Testing/Target Costing

Evaluation + Reflection

Refine Document Decision

Courtesy: Stantec Architecture



Design Considerations



While the Last Planner System® is used in construction, it is highly applicable and useful in design. Some key differences to keep in mind include:

Design:

- Is emerging based on new information and the flow is “information”
- Milestones are clearly defined by expected outcome which should describe what needs to be known
- Milestones are often “decision points”

Construction:

- Is linear in nature and the flow is “tangible materials”
- Milestones are clearly defined by expected outcome which will be observable in the field

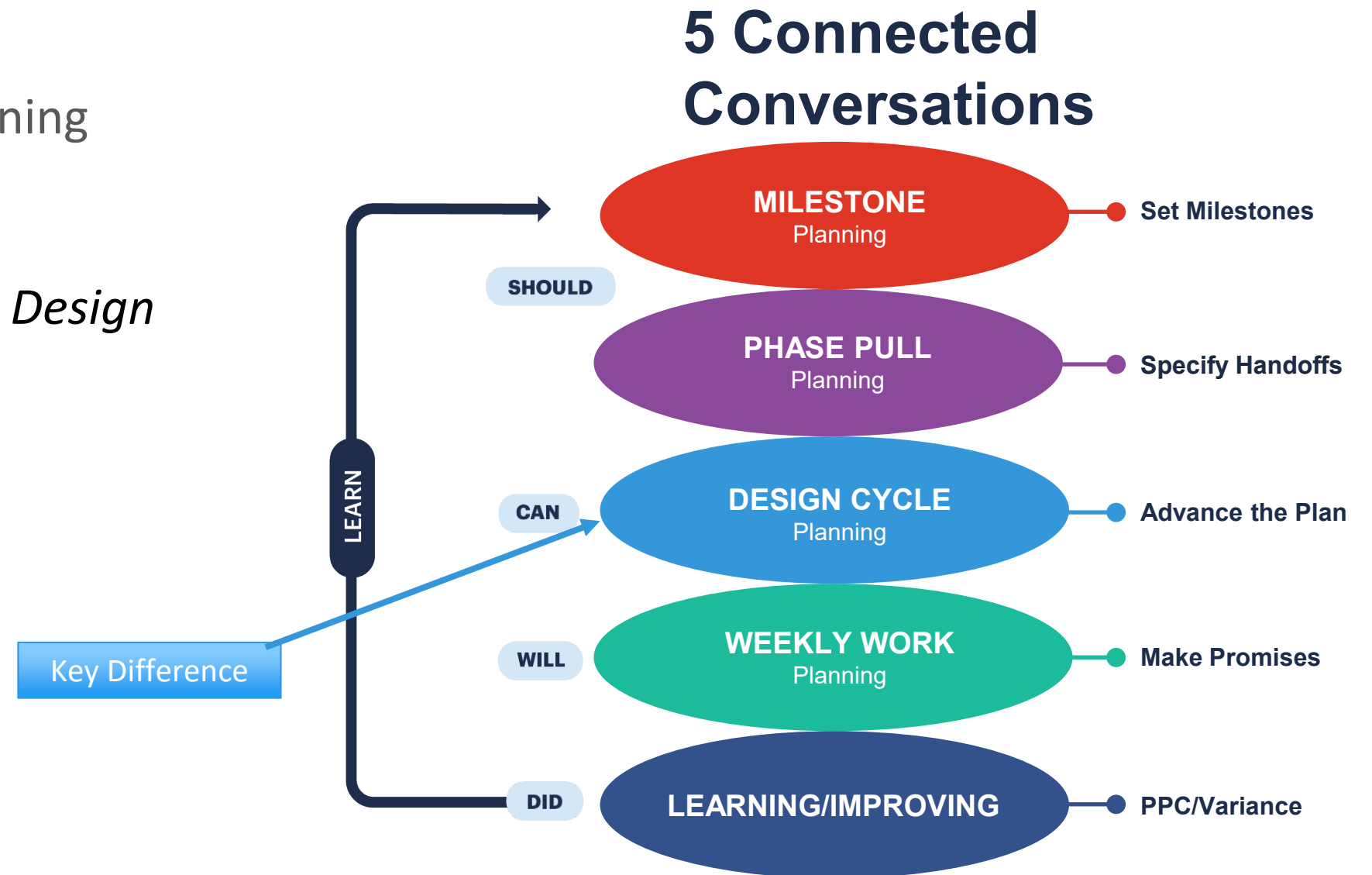


LPS® Modified For Design



In modifying LPS for design, the 5 planning conversations remain the same.

The *Lookahead Planning* level shifts to *Design Cycle Planning*.



Who Is The Last Planner ®



The ***Last Planner*® (LP™)** is the person closest to work with authority to make decisions regarding the schedule and to make reliable commitments to complete the work of their discipline.

This may include the lead architect or project manager, the lead engineer, owner's project representative and the constructors as appropriate.



Courtesy: Stantec Architecture

Understanding Push VS. Pull



Push:

- Advancing work based on central schedule.
- Releasing materials, information, or directives possibly according to a plan, but irrespective of whether or not the downstream process is ready to process them.



Pull:

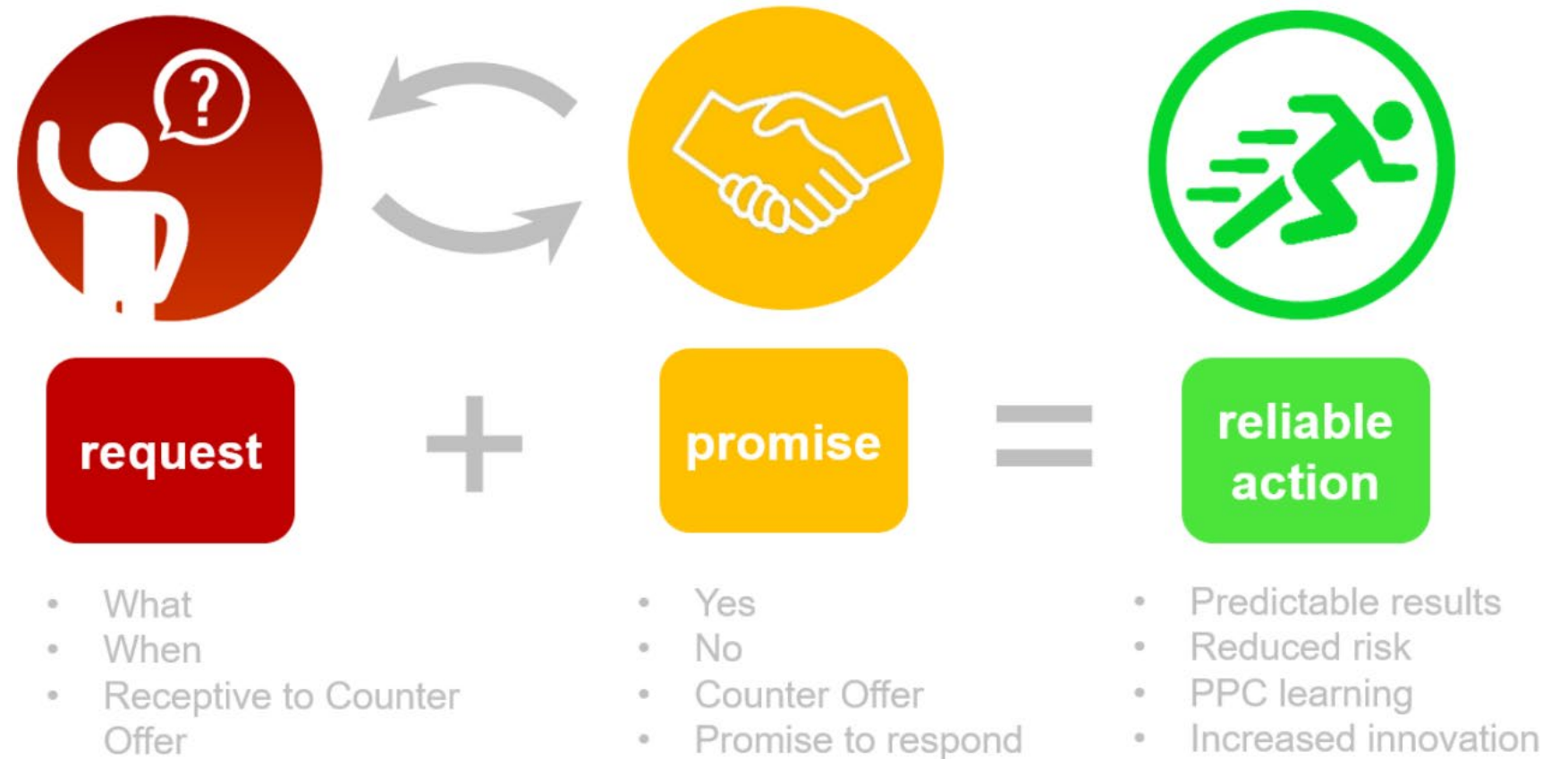
- A method of advancing work when the next in line customer is ready to use it. A “Request” from the customer signals that the work is needed and is “pulled” from the performer.
- Pull releases work when the system is ready to use it.

Elements of a Promise



Elements of a promise include:

- The Customer
- The Performer
- Negotiated Conditions Of Satisfaction (CoS)



Basic Workflow Of A Promise



PREPARATION

1 Customer prepares to make a request of the Performer.

2 Customer makes a request of the Performer.

NEGOTIATION

Acceptance
(2 mutual promises)

3 Customer & Performer negotiate the CoS.

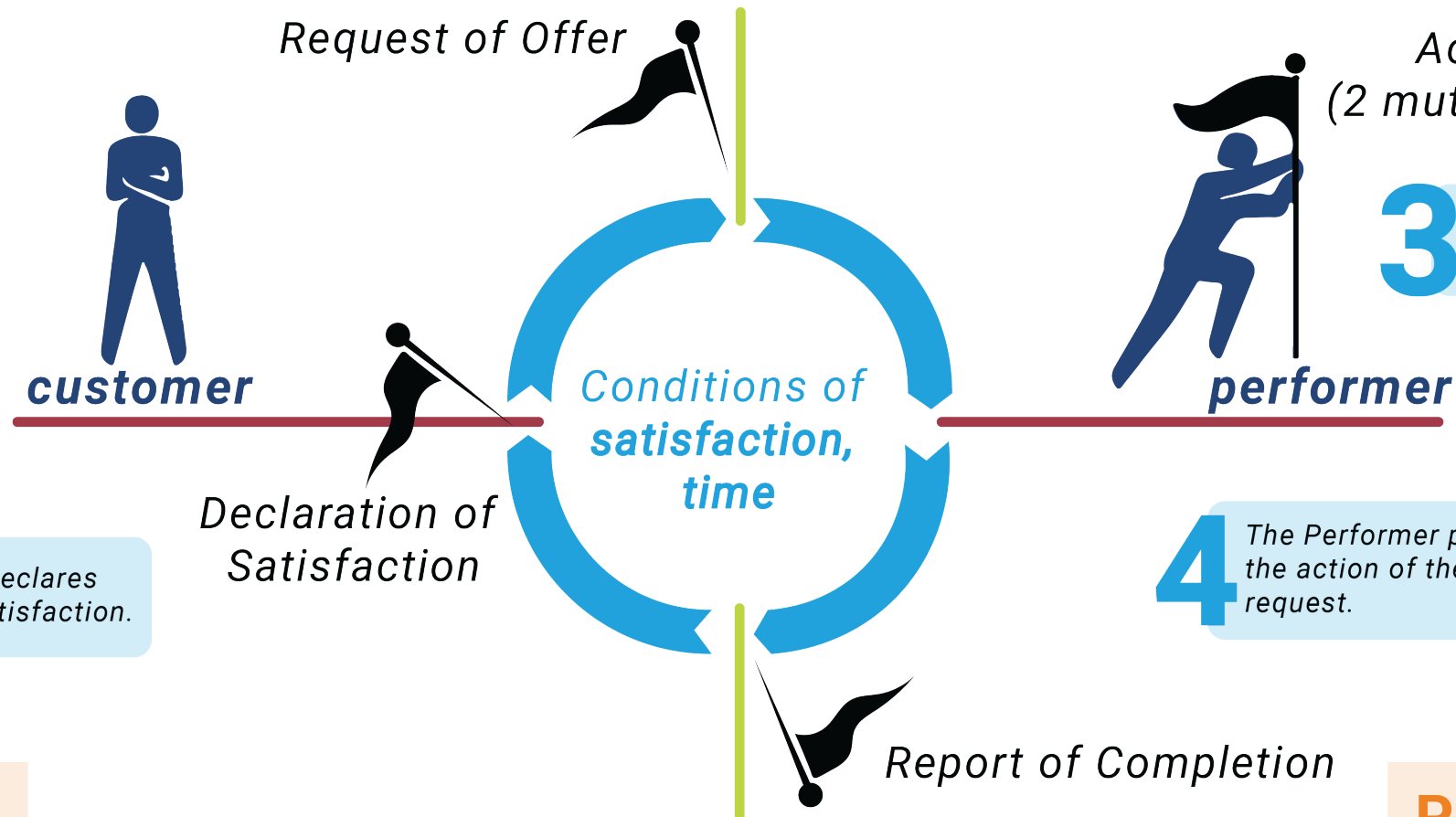
4 The Performer performs the action of the negotiated request.

PERFORMANCE

5 The Performer declares the request complete.

6 The Customer declares (or declines) satisfaction.

ACCEPTANCE



Credit: Dr. Fernando Flores

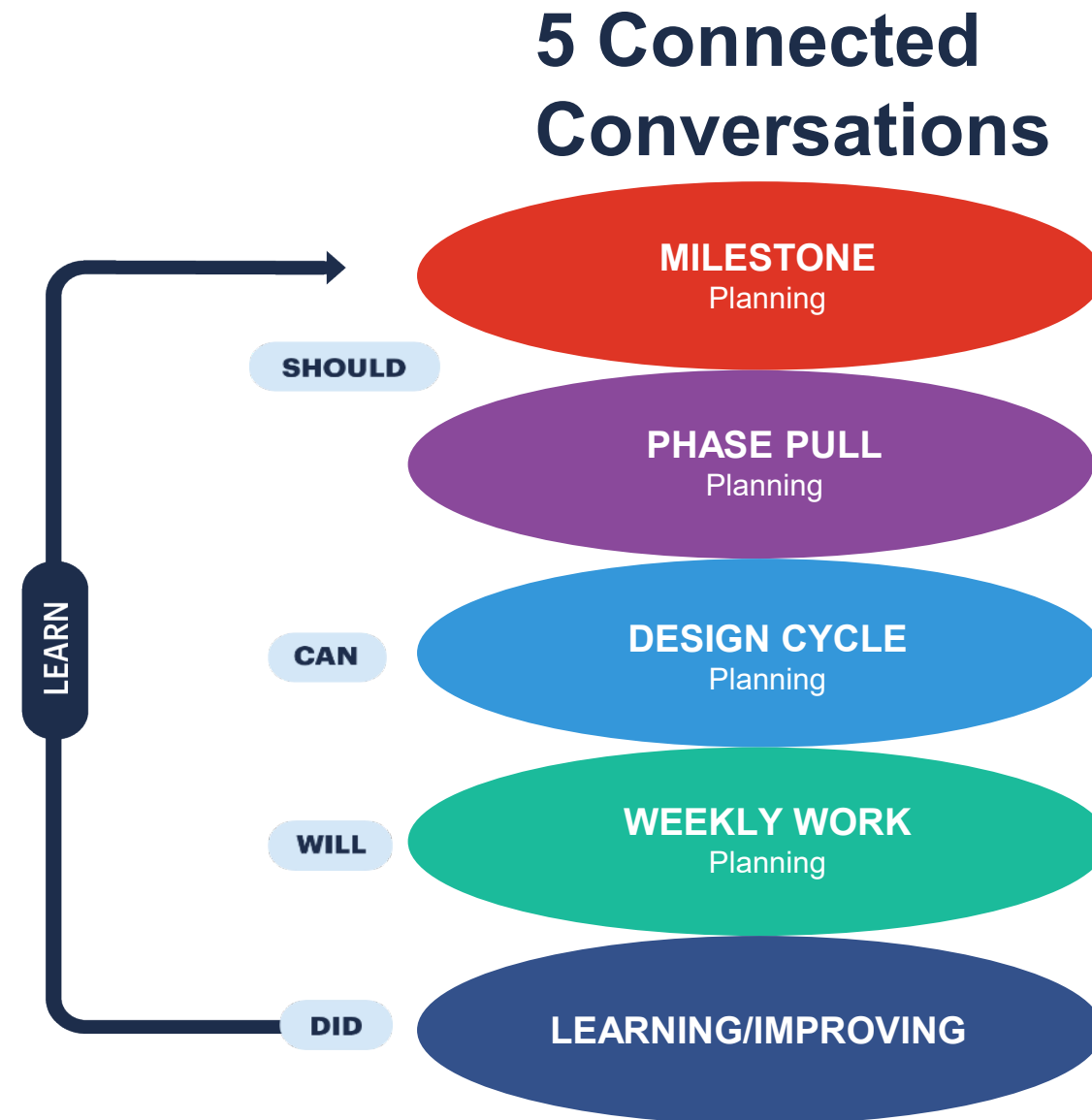
Milestone Planning



The first level of LPS is ***Milestone Planning***.

The goal of Milestone Planning is for the team to align on and *set the milestones* for the project.

The conversation at this level starts the “*should*” be able to do conversation.



Re-Defining Design Milestones



Traditional

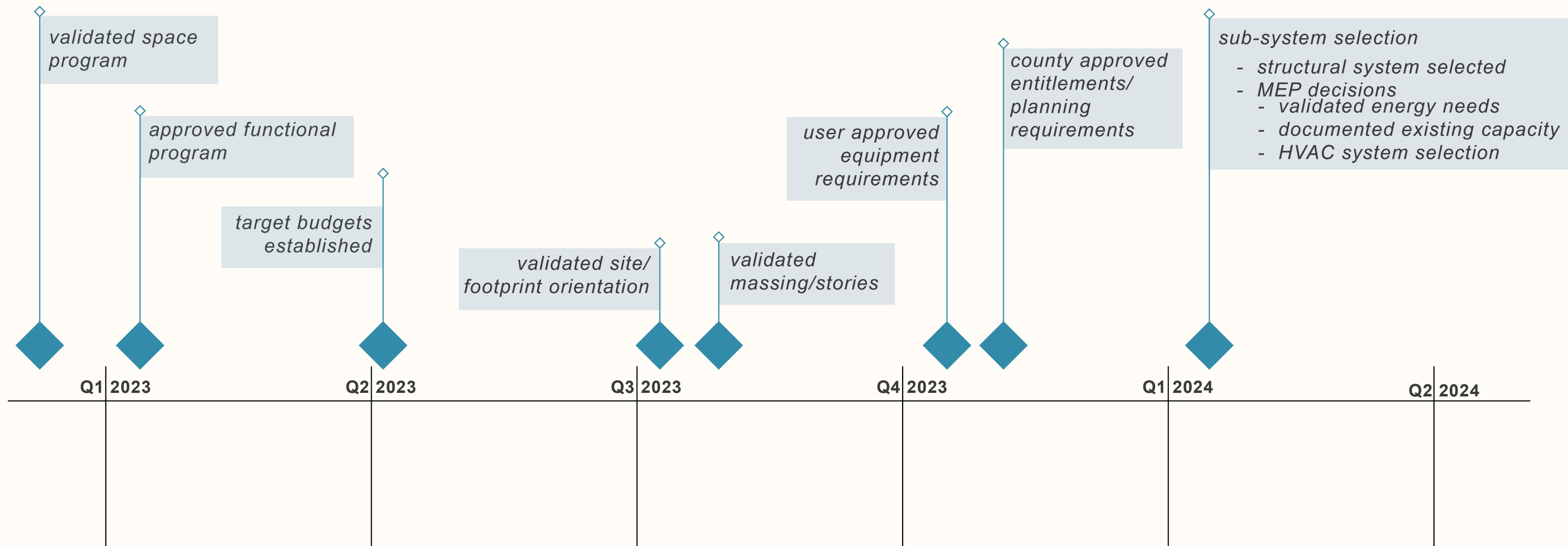
- Deliverable Drawing Sets
- Submit, Review, Price Iteration
- Percent Complete Sets
 - 30/60/90

Re-Defined

- Information Hand Offs
- Decision Points as Milestones
- Design first then draw
- Submission (permit) sets as backlog



Decision Based Milestones

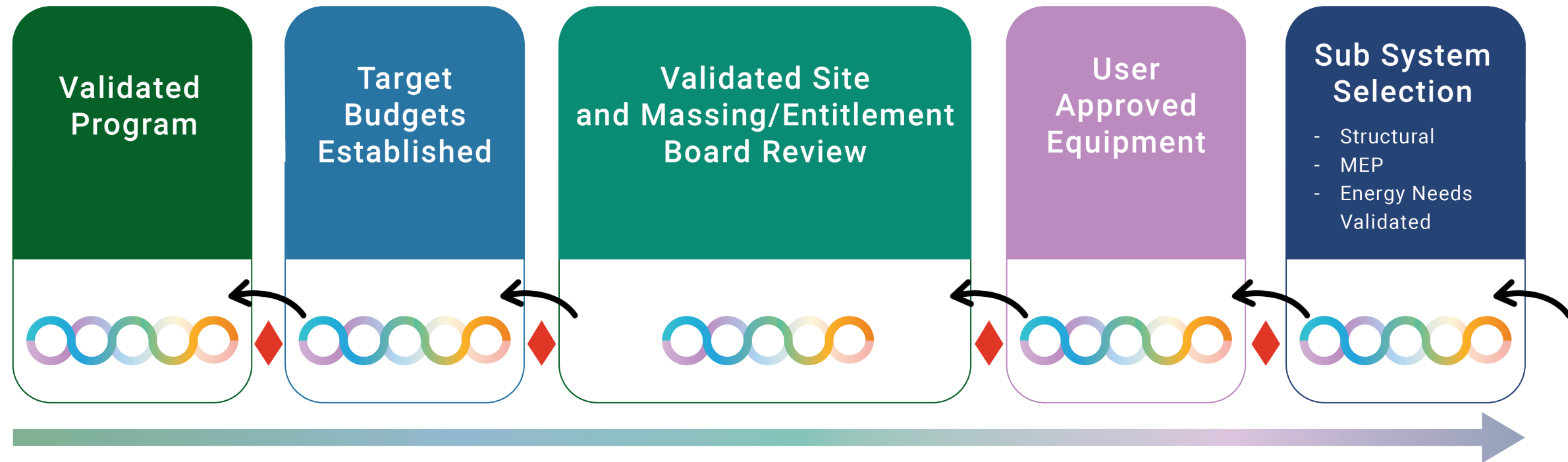


- CBA to select Paramount Advantage for systems, design elements, etc.
- A3 to Capture Key Decisions

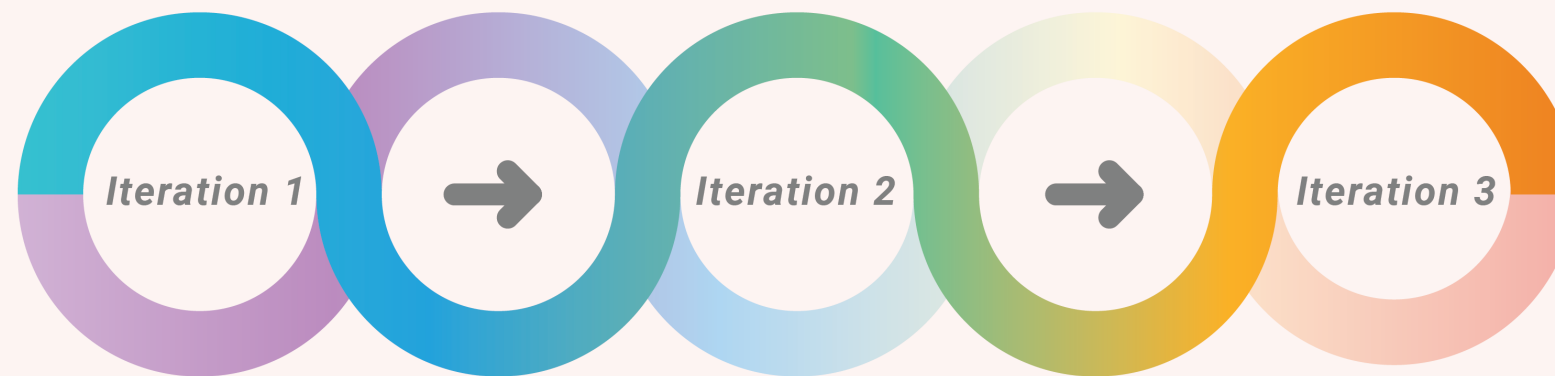
Courtesy: Stantec Architecture



Optimizing Value



Iterative Process Between Key Decisions



Courtesy: Stantec Architecture



Creating The Milestone Plan



■ Developing the milestones to structure the flow.

The next step is to add estimated durations.

Courtesy: Stantec Architecture



Setting Up To Plan



This set up includes a time scale (months) to transfer the Milestone Plan to once dates are determined.

This set up includes a time scale (weeks & days) for the next level Phase Pull Planning.

NOVEMBER 08		DECEMBER 08		JANUARY 09		FEBRUARY 09		MARCH 09		APRIL 09		MAY 09		JUNE 09		JULY 09		AUGUST 09	
2008		2008		2008		2008		2008		2008		2008		2008		2008		2008	
F	M	Tu	W	Th	F	M	Tu	W	Th	F	M	Tu	W	Th	F	M	Tu	W	Th

CoS



Example Conditions of Satisfaction:

EXAMPLE

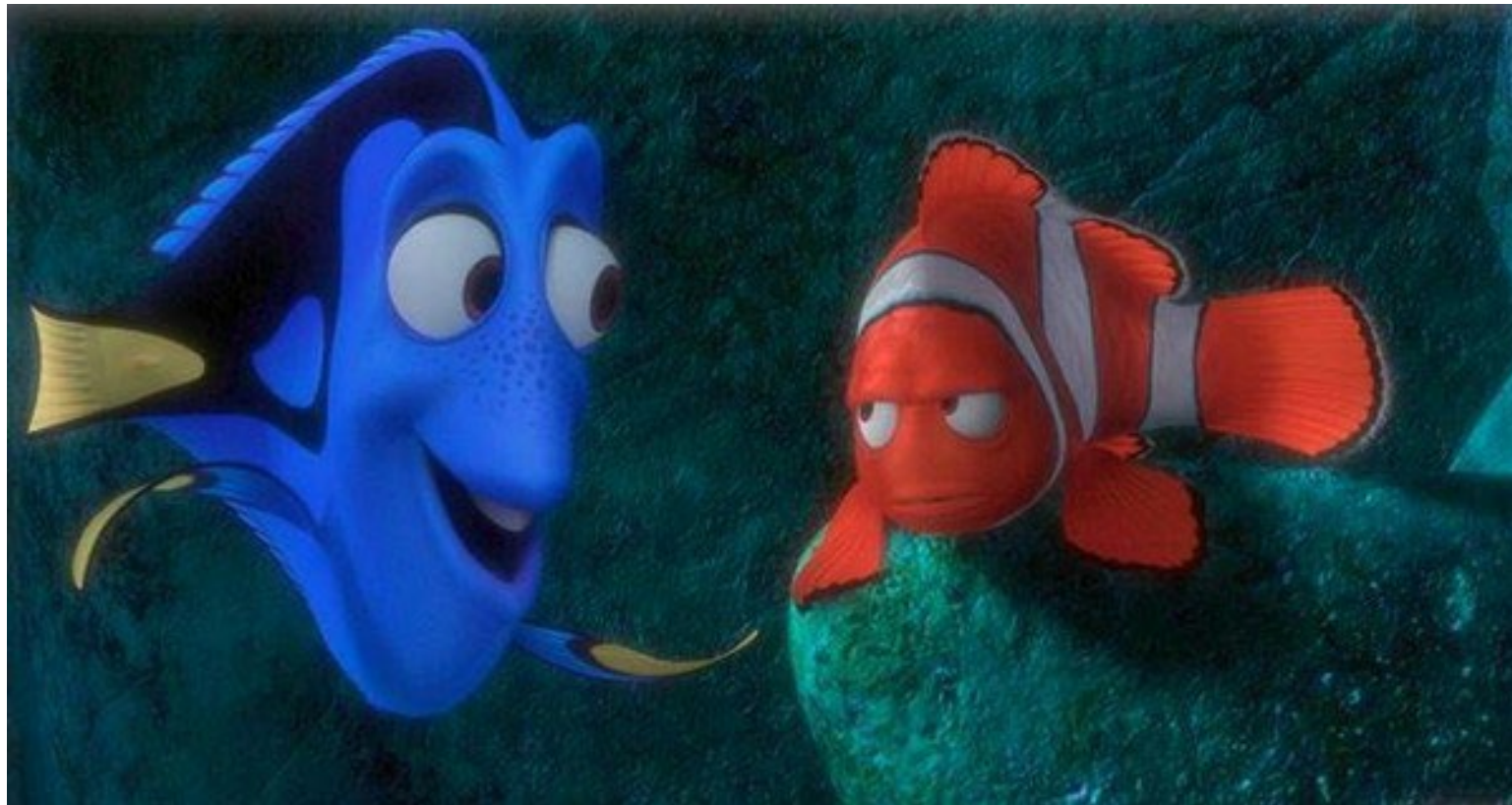
Project Conditions OF Satisfaction

1. Quality meeting or exceeds standard
2. Total project budget at or below the team agreed upon total project cost at the end of validation (includes all hard and soft costs, plus escalation and contingency)
3. Expeditious Schedule
4. Minimal Disruption
5. Timely Decision Making
6. Operationally Efficient
7. Integration of all Care Services
8. Does not exceed conditional use permit limitations
meets all EIR requirements
9. Considers operational changes to address capacity demands

Courtesy: Stantec Architecture



Let's Plan a Wedding!



“Wet and Wild” Wedding

Marlin and Dory are planning a wedding in **6 months in San Diego**, and they have hired the LCI 101 team to help plan their wedding.

Milestones – Conditions of Satisfaction



COS

- Plan for weather
- Surf themed
- On-Budget (budget \$40,000.00)
- On-Time (planning to include photography, ceremony, reception, dinner and dancing)



Break Up In Groups – Identify Milestones



Group 1 Catering and Photography



Group 2 Invitations and Decorating



Report Out



Explain the logic

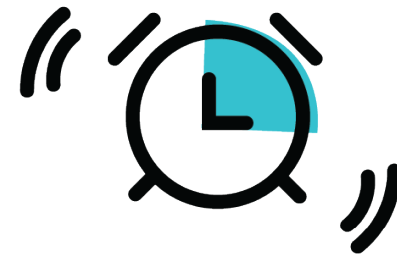
Large Group Discussion 15 min



Break



6



Return from breaks /
be in your chair
on time

10 Min.



Phase Pull Planning



Phase Pull Planning

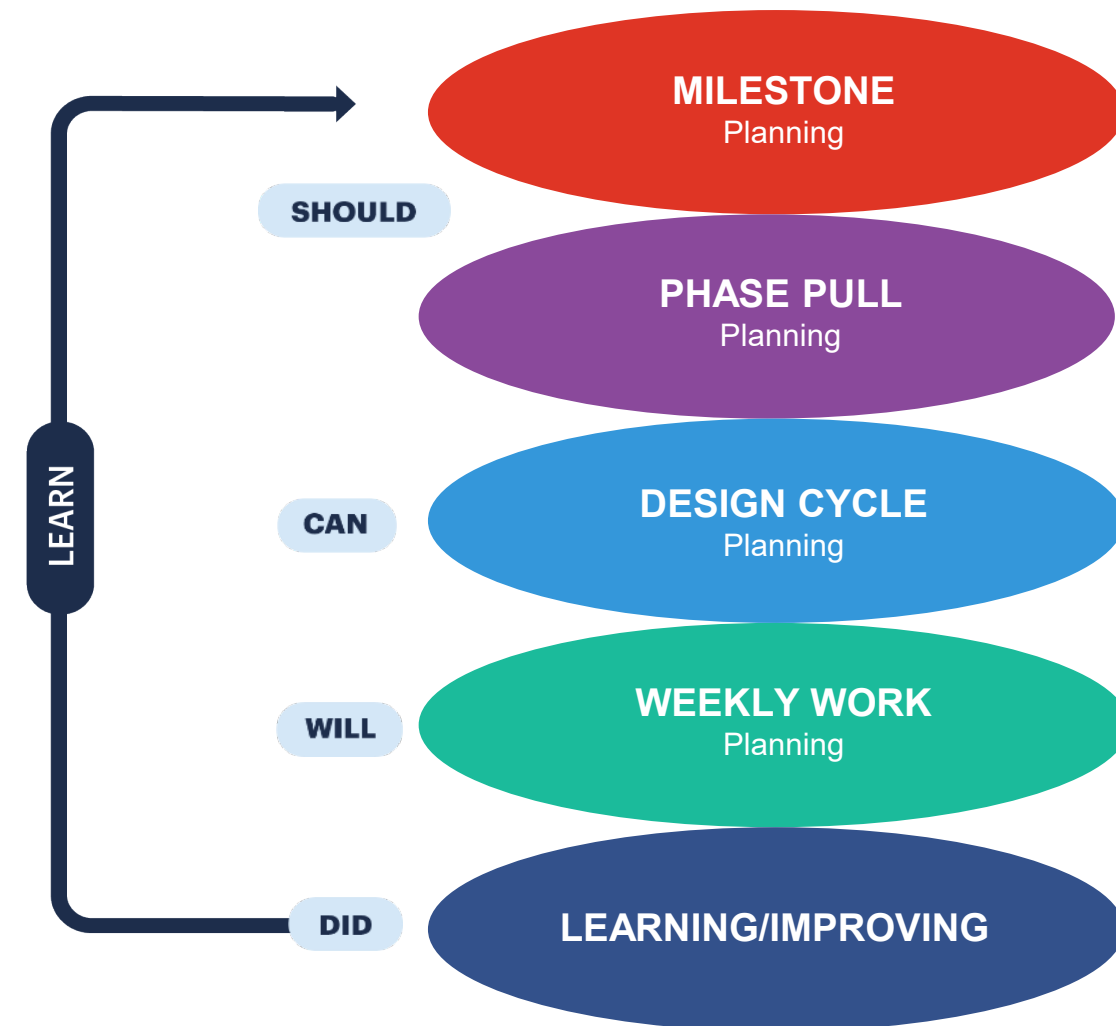


The second level of LPS is *Phase Pull Planning*.

The goal of Phase Pull Planning is for the team to determine the key *handoffs* of work or information needed to deliver a milestone.

The conversation at this level continues the “*should*” be able to do conversation.

5 Connected Conversations



Focus on Hand-Offs



Creating Tags For Promises



1 The **Performer** completes a tag to capture their **Promise** for work or information to be delivered to meet the **Request** of the downstream **Customer**

2 The **Performer** then makes a **Request(s)** for work or information needed from an upstream **Performer** in order to complete their **Promise**

NAME	DELIVER DATE
MY PROMISE what I will deliver (be specific, small batch)	
MY REQUEST(S) what I need from others (be specific, person/date)	



Creating Tags For Promises



1 *The Performer's Promise for work or information they deliver.*

2 *The Performer's Request for work or information needed to complete their Promise.*

RALPH M.	JUNE 4
FINAL SET OF DOCUMENTS TO CONTRACTOR FOR PERMIT 3 SETS HARD COPY AND ELECTRONIC FORMAT	
DOCUMENTS FROM: MEP + FP, STRUCTURAL, FURNITURE VENDOR, INTERNAL ARCH, INTERIOR DESIGN + CHECK FROM OWNER BY _____	



Creating The Phase Pull Plan



Color-coded milestones
on the Phase Pull Plan

Pull to date of handoff
needed

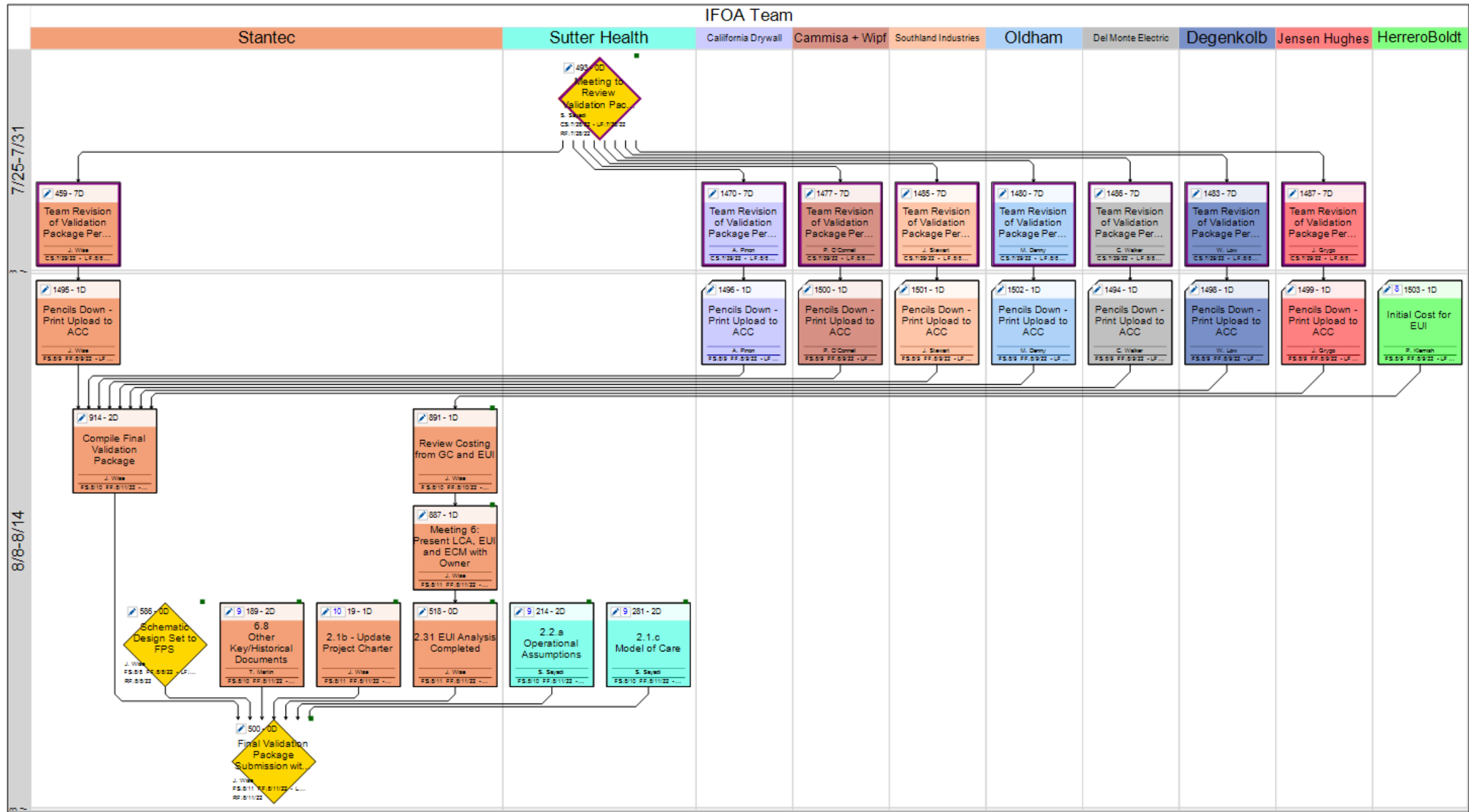
Involve key discipline
leads

Future milestone remain
on the Milestone Plan



Courtesy: UHS Temecula Valley Hospital Team

Swim Lane Example



Pull Planning In Action



Note the three-tag pull example from this planning session.



Pull Planning In Action



3

JOE T.	SEPT 7
PROVIDE LIGHT FIXTURE CUT SHEETS AND PLANS	
NOTHING NEEDED	

2

STACEY	SEPT 14
LIGHTING LAYOUTS, INCLUDING EGRESS PATHS W/ EXIT LIGHTING	
LIGHT FIXTURE CUTS SHEET FROM JOE	

1

JOE T.	SEPT 21
FINALIZE LIGHTING LOADS + CIRCUITING	
FINAL LIGHTING LAYOUTS EQUIPMENT CUTS... APPROVALS FROM STACEY	



Team Style Pull Planning

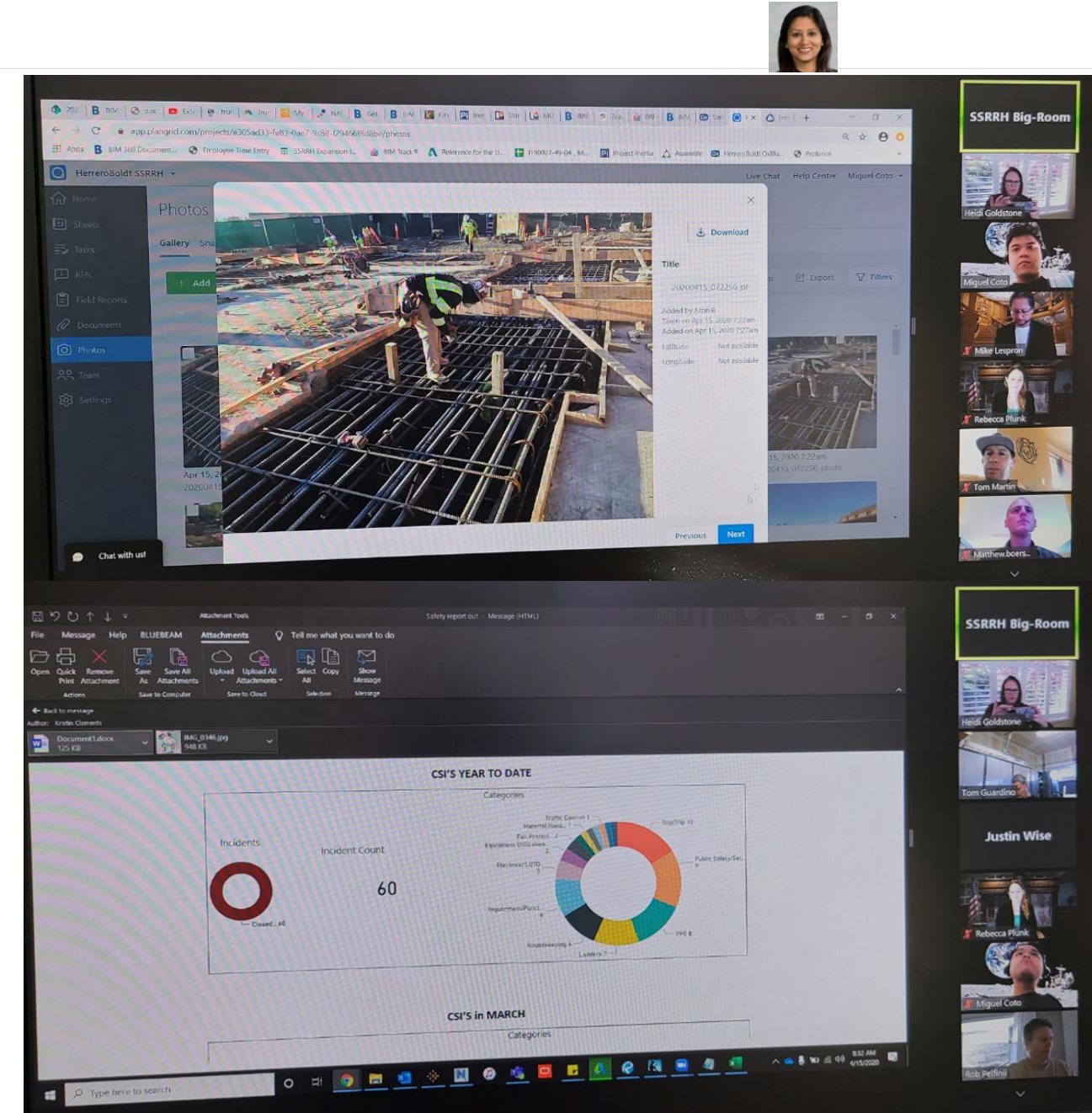


- Pre-Covid, large group exercise
- Each discipline quickly describes design flow
- In-person, at a white board
- Start with the architect's flow first



Pull Planning - Check-ins

- **Check-in Sessions** are short, high energy touch points. They are best conducted standing.
- *Each person answers:*
 1. What promises I fulfilled (Declaring Done)
 2. What promises I will fulfill (Managing Commitment)
 3. What are my constraints or concerns (Constraint management)
 4. What is the overall status of my commitments (Am I on track)



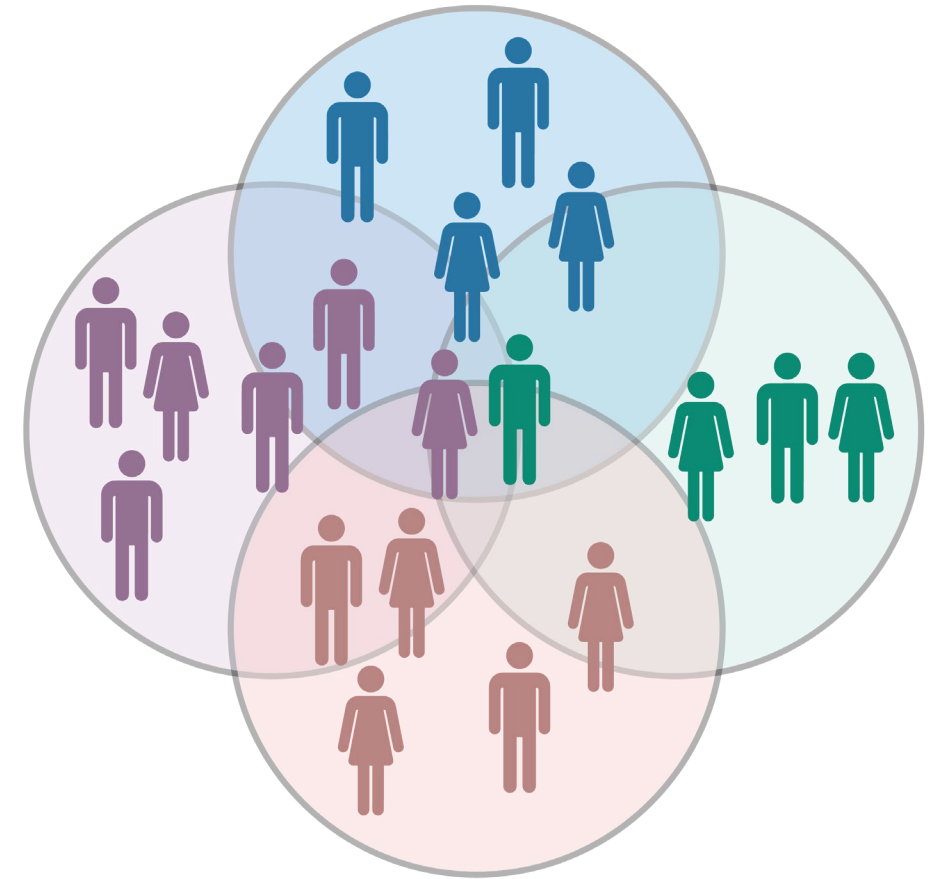
Courtesy: Stantec Architecture



Cluster Style Virtual Planning



- **Cluster Groups** are smaller work groups responsible for a specific subset of the work
- **Cross Discipline** to include multiple stakeholders
- **Can combine virtual meeting software** with LPS software (VPlanner Pull, etc.)
- **Team meets together** for discussion of milestone and CoS
- **Clusters break out** into virtual rooms to produce micro-plans
- **Team gathers again** to discuss handoffs and merge plans



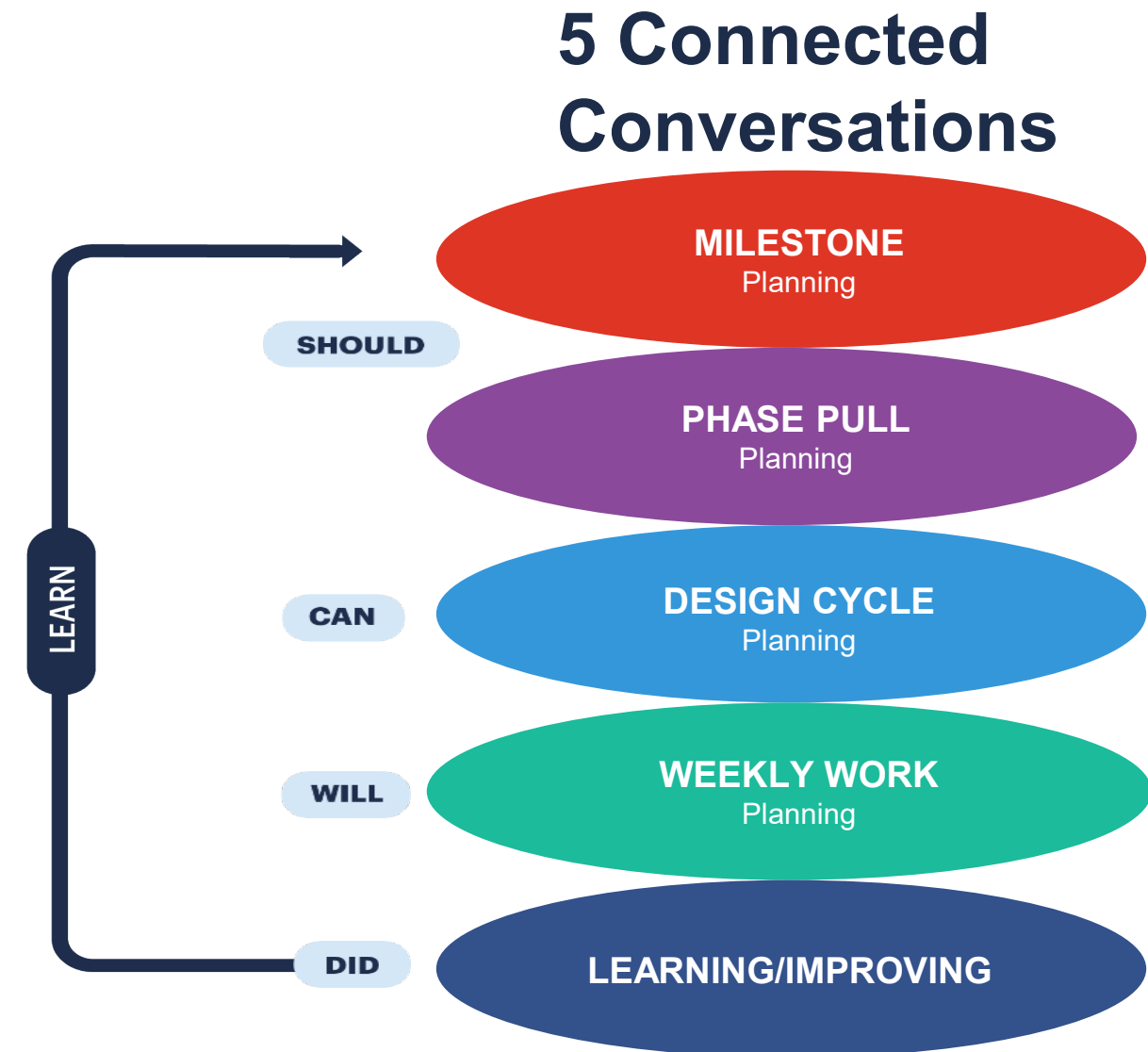
Design Cycle Planning



The third level of LPS is *Design Cycle Planning*.

The goal of this level is to continuously *advance the level of detail* of the Phase Pull Plan in 2-3 week cycles of time.

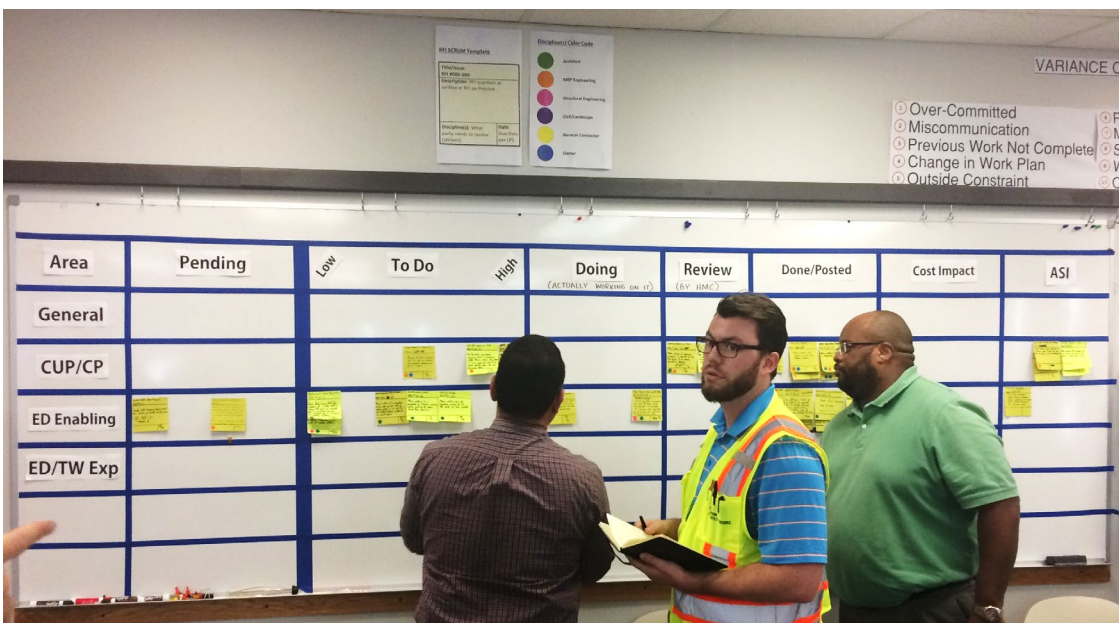
The conversation at this level is we “*can*” do this.



Scrum



Courtesy: Stantec Architecture



Design cycle planning draws from **Scrum** in software design.

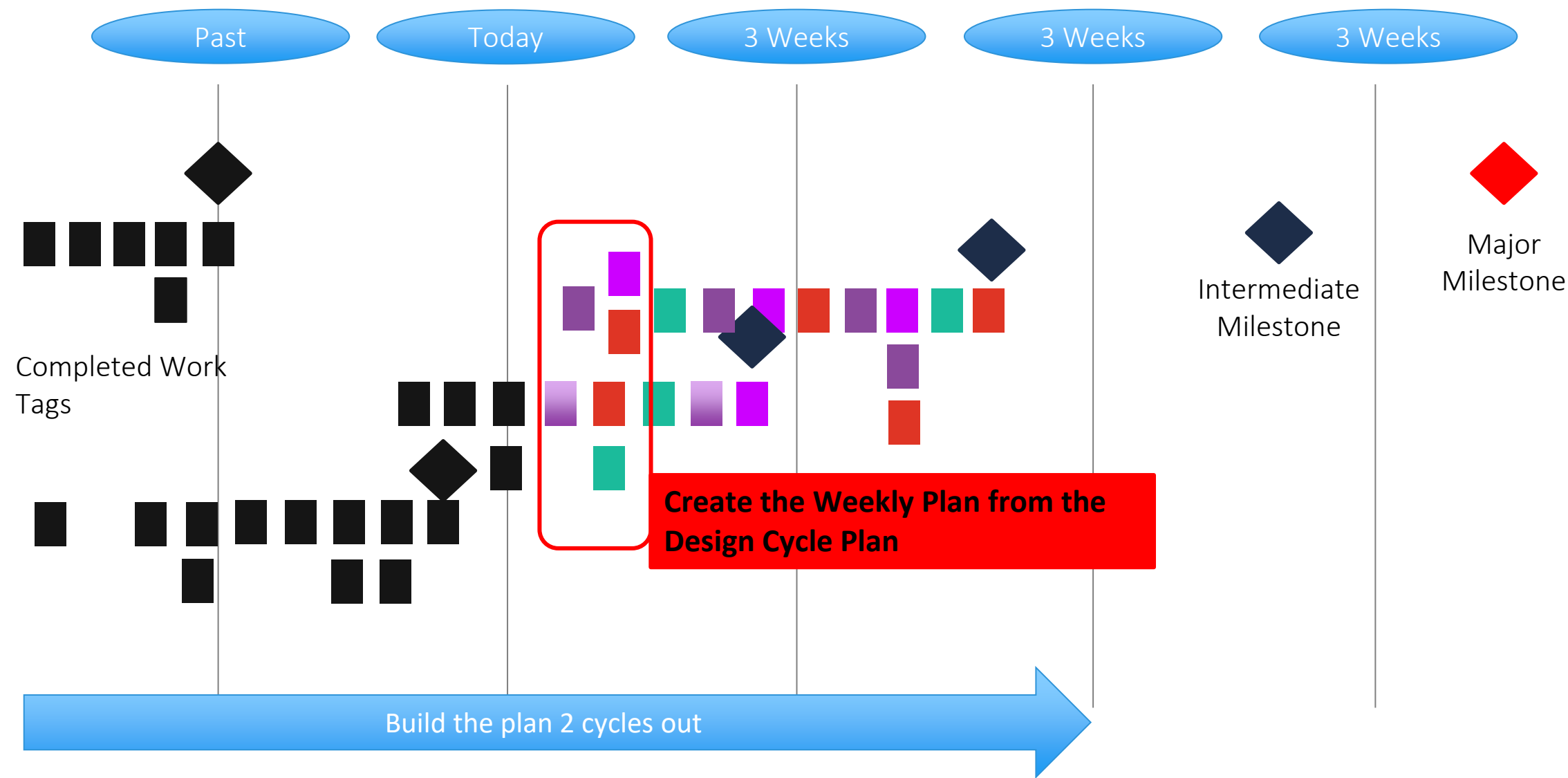
In Scrum, teams focus on determining what work can be delivered in continuous 2-3 week cycles called sprints. This aligns well with design.



Sprint Process



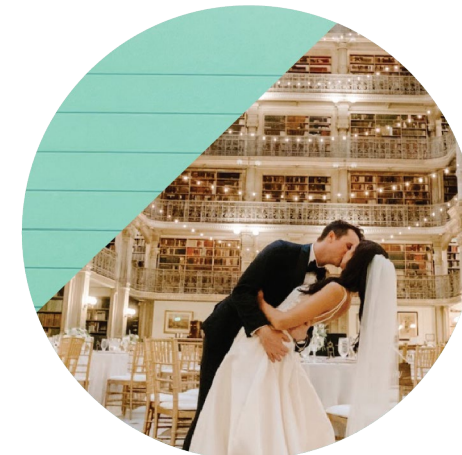
Weekly Lookahead



Phase Pull Plan Exercise – Wedding



Group 1 Catering and Photography



Group 2 Invitations and Decorating

NAME	DELIVER DATE
MY PROMISE <i>what I will deliver</i> <i>(be specific, small batch)</i>	
MY REQUEST(S) <i>what I need from others</i> <i>(be specific, person/date)</i>	

Develop Phase Pull Plan

Put a **date scale** at top (weeks)



Pick a milestone that involves many participants



Color Code by Planning Group



Define the milestone outcome



Pull back from the milestone

65 min – Groups at wall >> 25 min - Debrief



Report Out



Explain the logic

Large Group Discussion 25 min



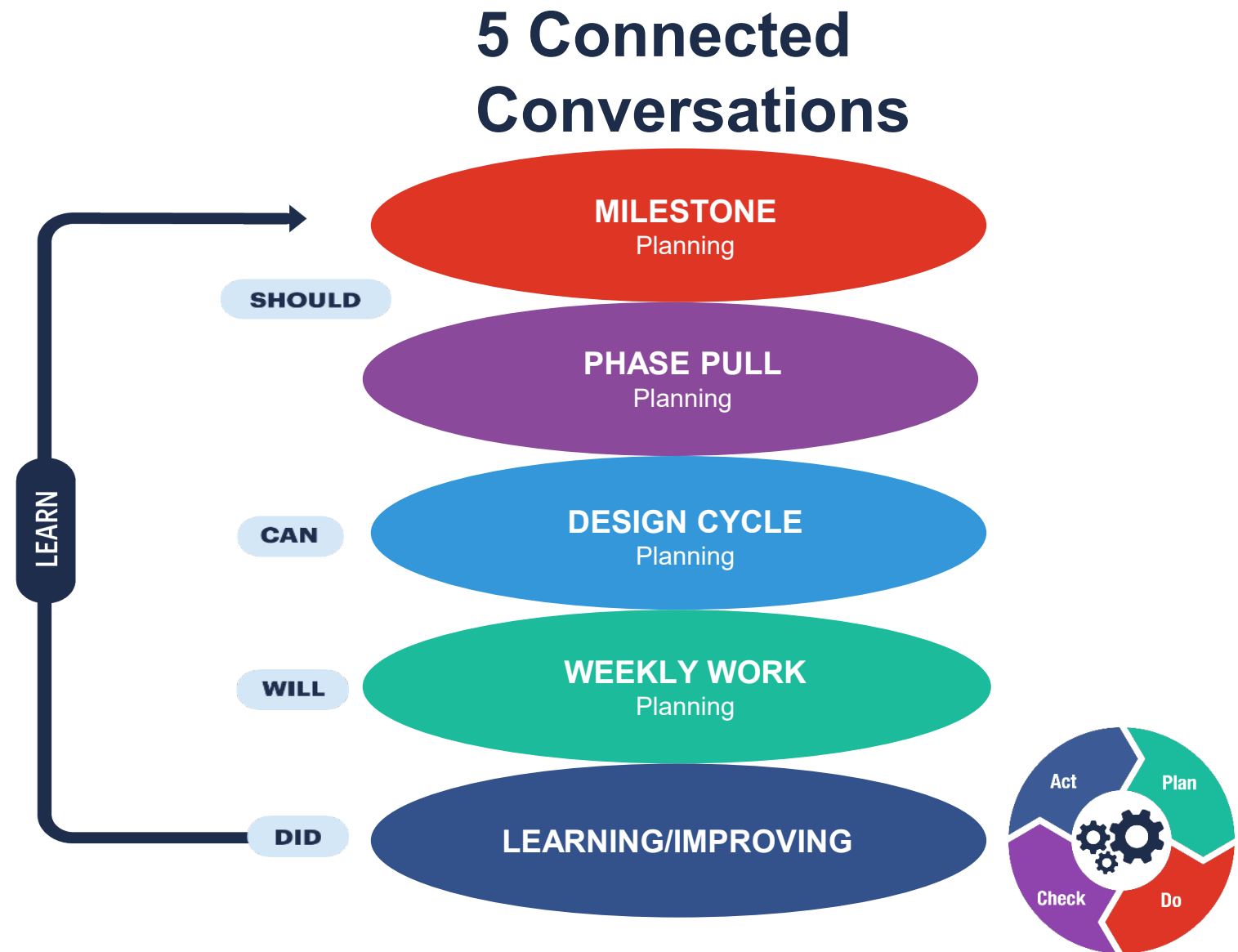
Learning/Improving



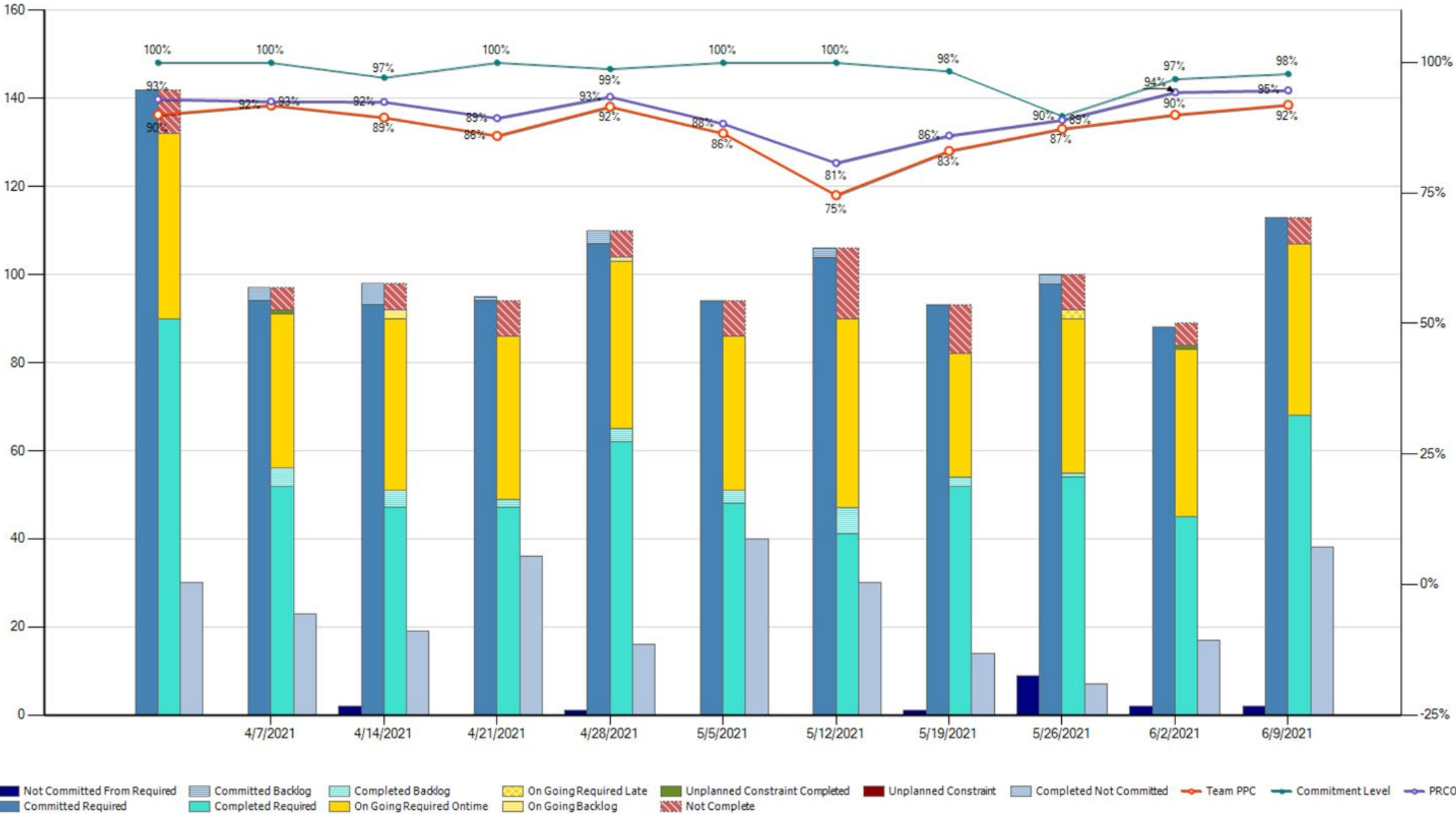
The fifth level is *Learning/Improving*.

The goal is for the team to *learn* from the cycle and take *actions for improving* going forward fulfilling PDCA.

The conversation at this level is we “*Did*” and “*Learned*”.



PPC/PRCO/Commitment



Reasons for Variance



Design Phase:

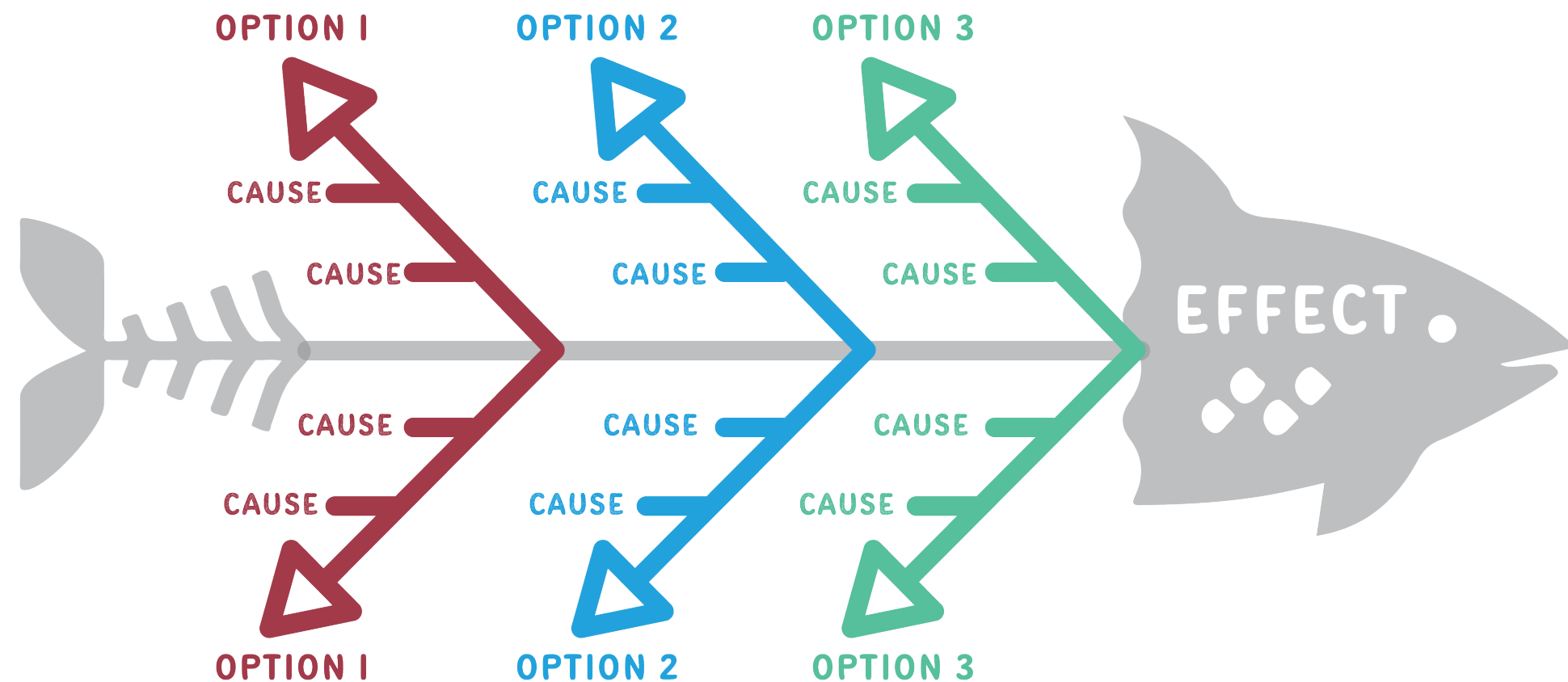
1. Overcommitted
2. Miscommunication
3. Previous work not complete
4. Change in work plan
5. Outside constraint
6. Resources not available
7. Other



Root Cause Analysis



Root Cause Analysis is a systematic method of analyzing possible causes to determine the root cause of a problem.



FISHBONE DIAGRAM

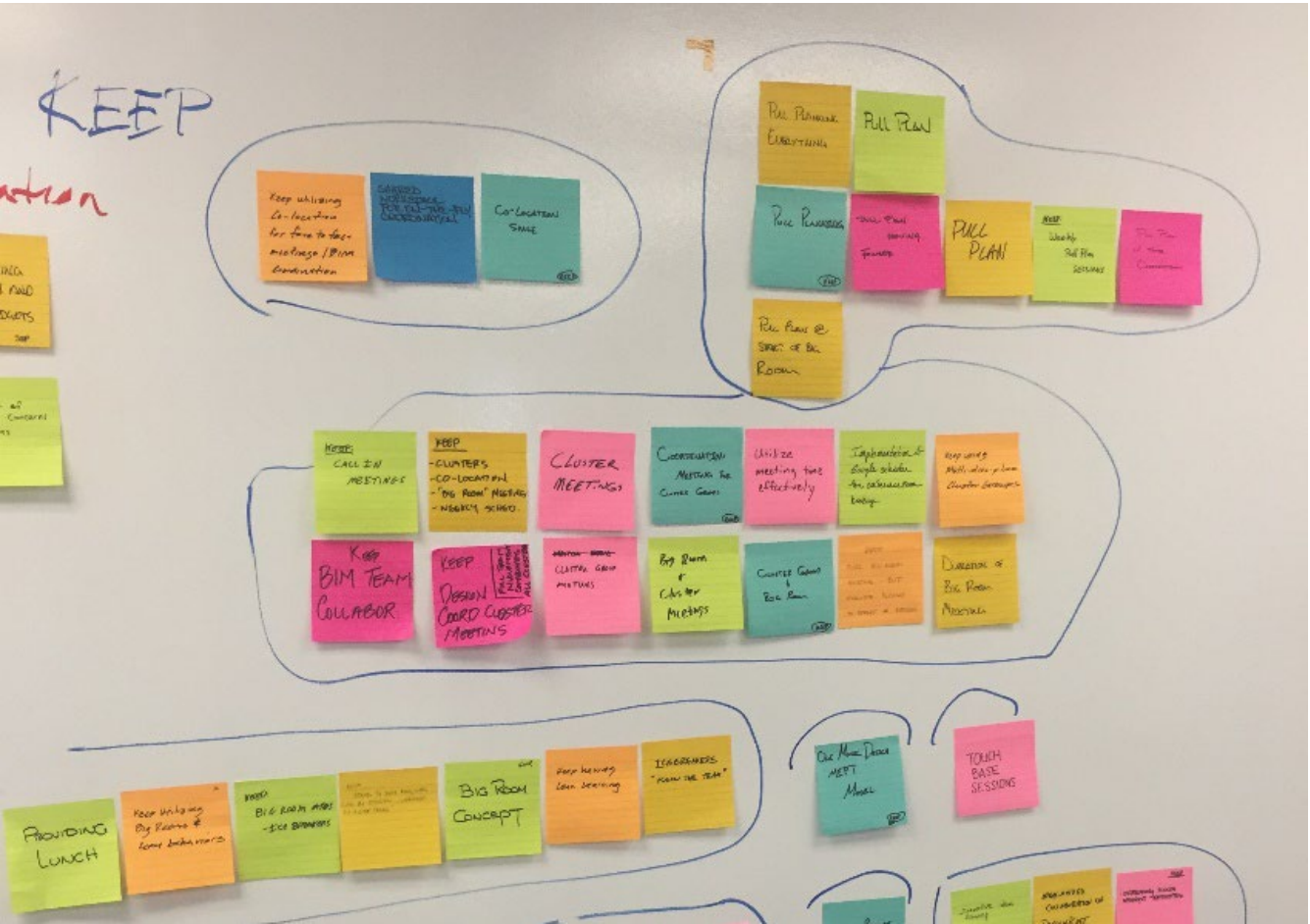
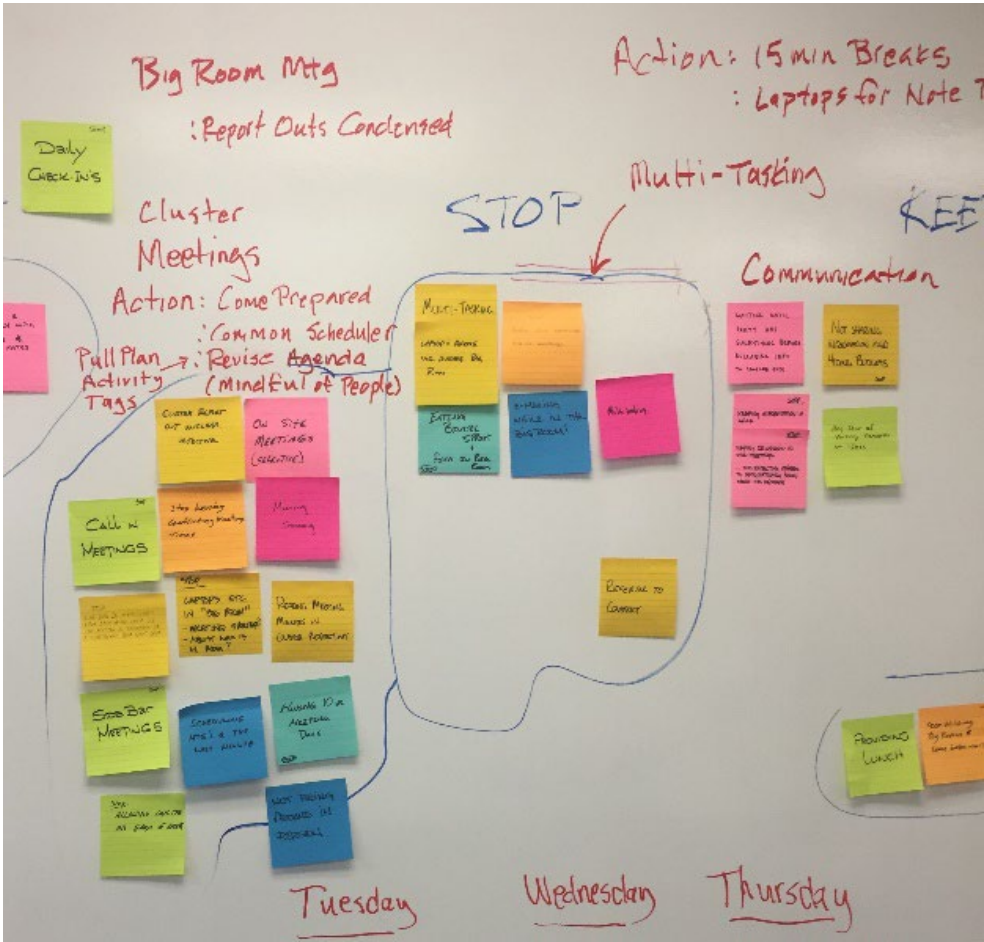
Reflection + Project Intervals



Start

Stop

Keep



Detailed Design



Implementation Docs

Permitting



Construction



Capturing Lessons Learned



IDEA DESCRIPTION	CLUSTERS		Lower=Easier	Lower=Less Impact	CHAMPION
	DESIGN	CONST.	EFFORT (1-5)	IMPACT (1-5)	
Meet with CDPH in SD as they have requirements which can result in change orders at a later date	X		1	5	AOR
Gut entire facility for speed to market.		X	5	5	AOR
CBA - Detailed Room Design	X		4	4	AOR
Throughput Study for Circulation	X		3	4	Planner
Modular pre-fab multi-trade racking and trapeze systems		X	3	3	GC
Bathroom Sizing use Sutter PAC sizing Guidelines for ADA	X		2	3	AOR
Early Scoping w/AHJ's	X		3	5	AOR
Smart metering for distribution and branch panelboards	X		2	4	EEOR
Align on Specification Strategy Early with whole team	X		4	4	AOR
Headwall mockup early; use a surface mounted headwall especially if party wall is rated		X	2	4	GC
Work with the installer for Headwall not the sales person	X		1	4	OWNER
Comprehensive Seismic Anchorage Equip Narrative Plan	X		3	4	SEOR
Lease Warehouse and determine SF of materials to procure early		X	3	5	GC
On-site Staging/Co-lo vs Offsite, decide early		X	2	4	GC
100EUI Building (min), Zero Net Energy (stretch goal)	X		4	4	EEOR/MEOR
Modular Chiller Plant for space saving and power efficiency	X		3	4	MEOR
Pandemic Ready HVAC Systems	X		2	5	MEOR
Trade partner foreman involved in design	X		2	3	GC
Create custom TIO with BIQ Manager during Design	X		2	3	AOR
Early interior experience design concept to go with space planning	X		2	5	AOR



Discussion Question



How to Implement?

What new actions or ideas that you learned today can you take back to your project?

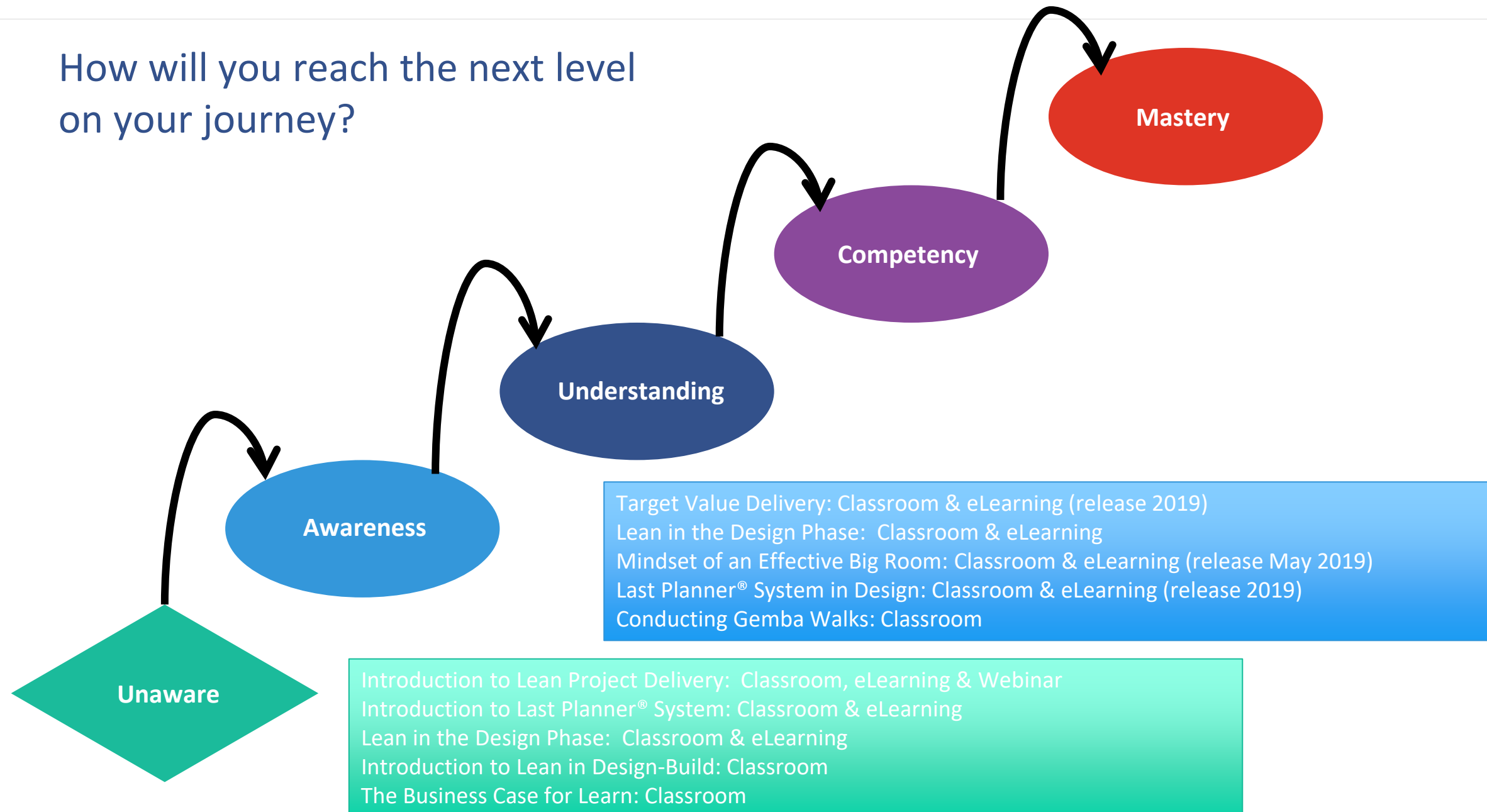
10 min table
conversation



Lean Journey to Mastery



How will you reach the next level on your journey?



More on Learning



Books:



Events:

- Local Community of Practice
- Congress (October)
- Design Forum (May)

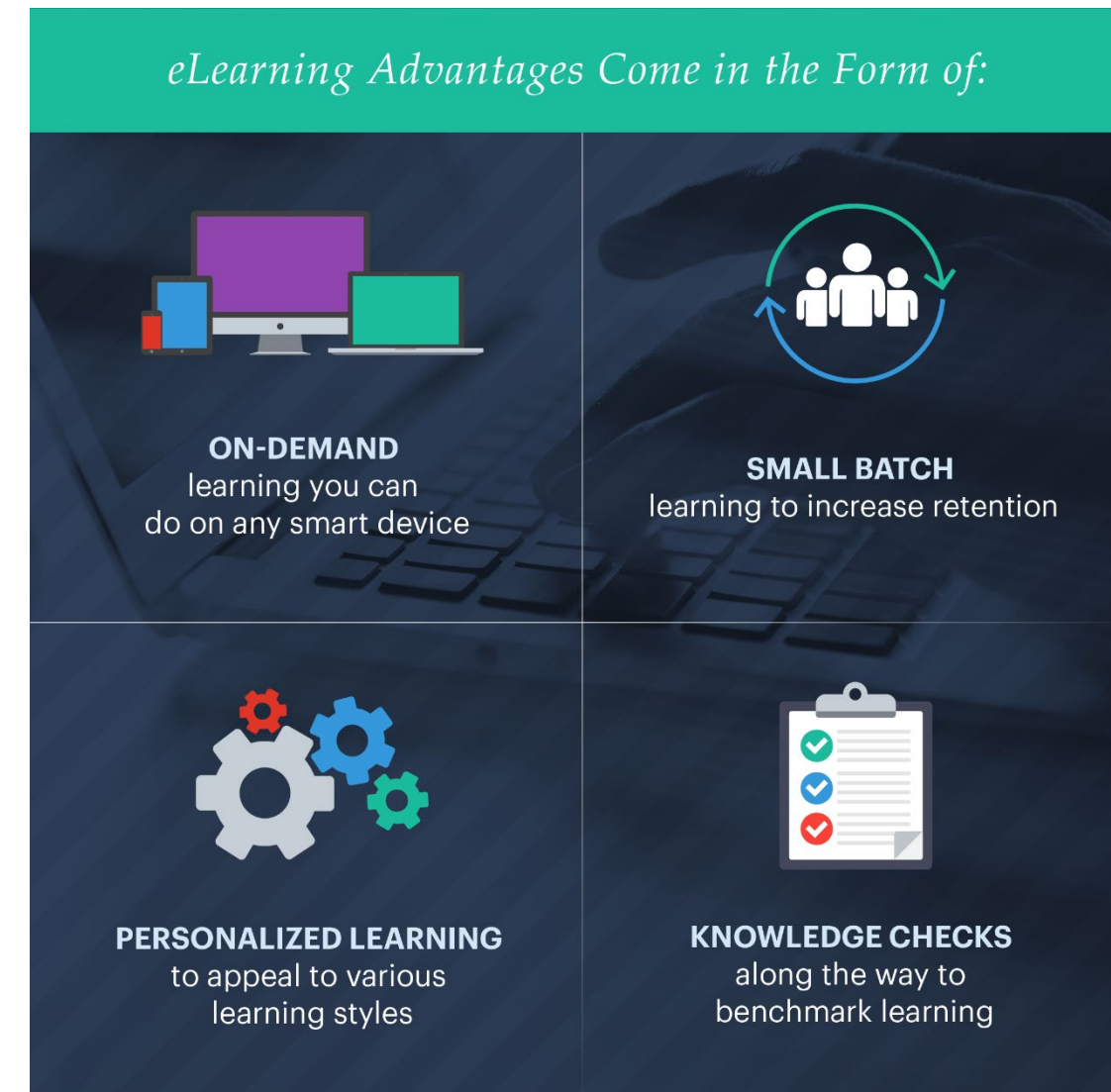
Start learning now:
www.LeanConstruction.org



eLearning



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eLearning Courses



Available now:

- Introduction to the Last Planner System®
- Introduction to Lean Project Delivery
- Lean in the Design Phase
- Effective Big Room
- Target Value Delivery




Introduction to the Last Planner® System

Please enter your first name below then click the button to begin.

type your text here

BEGIN



WELCOME

This course will allow you to gain in-depth insight to the practical application of the Last Planner® System (LPS) through multimedia, hands-on interactions, diagrams, worksheets, and more. The key achievable goal of this course is to learn how to engage at all five levels of LPS effectively on a day-to-day basis with a team implementing the system.

LEAN IN THE DESIGN PHASE



1
OVERVIEW

2
CONNECTING PEOPLE

3
CONNECTING PRINCIPLES

4
CONNECTING PRACTICES

INTRODUCTION TO LEAN PROJECT DELIVERY

The key achievable goal of this course is to prepare and enable team members with a foundational understanding of Lean approaches for daily use within a project environment.

<div>1 LPD OVERVIEW</div> <div>LESSON 1: Foundations of LPD LESSON 2: Lean Project Delivery System LESSON 3: Eight Wastes</div>	<div>2 CONNECTING PEOPLE</div> <div>LESSON 1: High Performing Team Behavior LESSON 2: Project Promise LESSON 3: Conditions of Satisfaction (CoS)</div>	<div>3 CONNECTING PRINCIPLES</div> <div>LESSON 1: Big Room LESSON 2: Problem Solving LESSON 3: Last Planner® System</div>	<div>4 CONNECTING PRACTICES</div> <div>LESSON 1: Integrated Project Delivery LESSON 2: LPD in Action LESSON 3: Target Value Delivery</div>
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PlusDelta



<p>Plus: <i>What produced value during the session</i></p>	<p>Delta: <i>What could we change to improve the process or outcome?</i></p>
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<https://plusdelta.app/join/CSUK6K>





This concludes The American Institute of Architects
Continuing Education Systems Course

Lean Construction Institute



info@leanconstruction.org





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OCTOBER 22-25, 2024



In the spirit of continuous improvement, we would like to remind you to complete this session's survey! We look forward to receiving your feedback.

Contact Us



Justin Wise

Stantec

justin.wise@stantec.com



Neelanjana Sen

Stantec

neelanjana.sen@stantec.com



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Thank you for attending this presentation. Enjoy the rest of the 26th Annual LCI Congress!