

# SCHEDULE RESOURCE LOADING

## TRAINING MANUAL

### Khono Project Control Services

No.22, Corner 2nd St & Voortrekker Ave, Edenvale, Johannesburg

## Contents

<b>1. Key Role Players</b>	.....
1.1. Purpose of Resource Loading	.....
1.2. Resource Types	.....
1.3. Activity's Duration	.....
1.4. Resource, Norms, Quantity and Duration	.....
1.5. Resource Capacity and Duration	.....
1.6. Activity's Steps (Earning Rules) and Duration	.....
1.7. Earning Rules, Duration & Resources	.....
1.7.1. Earning Rules, Duration & Resources – E, P, C	.....
1.8. Earning Rules Combination	.....
1.9. Resource, Work and Duration	.....
<b>2. Resource Sheet Development</b>	.....
3.1. Activity Type in Primavera	.....
3.2. Duration Type in Primavera	.....
3.3. Resource Sheet Max Unit/Time	.....
3.4. Resource Sheet – Add New Resource	.....
3.5. Resource Sheet Development	.....
3.6. Resource Sheet Development – Rules	.....
3.7. Resource Sheet Development – Incorrect Practices	.....
<b>3. Resource Assignment</b>	.....
3.1. Budgeted Units & Unit/Time – EPC	.....
3.1.1. Budgeted Units & Unit/Time – Engineering	.....
3.1.2. Budgeted Units & Unit/Time – Procurement	.....
3.1.3. Budgeted Units & Unit/Time – Construction	.....
3.2. Resource Curve	.....
3.2.1. Resource Curve – Option a	.....
3.2.2. Resource Curve – Option b	.....
3.3. Resource Loading Generic Process	.....
3.4. Resource Loading – Construction Activities	.....
3.4.1. Resource Loading Process	.....
3.4.2. Norm Table Development	.....
3.4.3. Working and Productive Hours	.....
3.4.4. Calculation – Construction Scenario 1	.....
3.4.7. Resource Loading	.....
3.4.8. Distribution	.....
3.4.9. Calculation – Construction Scenario 2	.....
3.4.11. Using Norm Table for Calculations	.....
3.4.12. Steel Structure Erection	.....
3.5. Resource Loading - Engineering Activities	.....
3.5.1. Process	.....
3.5.3. Man-Hours Table Preparation	.....
3.5.4. Resource Sheet Development – Engineering	.....

- 3.5.5. Resource Loading - Engineering .....
- 3.5.6. Resource Loading – Distribution.....
- 3.6. Resource Loading – Procurement .....
- 3.8. Cost Loading .....
- 3.9. Schedule Level of Detail .....
- 3.10. Resource Usage and Levelling .....
- 3.10.1. Resource Leveling Process .....
- 3.10.2. Resource Levelling – Project Priority.....
- 3.10.3. Resource Levelling – Activity Priority.....
- 4. S-Curve Development .....**
- 4.1. S-Curve Development .....
- 4.2. Procurement S-Curve.....
- 4.2.1. Process .....
- 4.2.2. Calculation .....
- 4.3. Identify Number of Resources in Schedule .....
- 5. Schedule Update .....**
- 5.1. Updating a Resource Loaded Schedule .....
- 5.2. Updating a Schedule containing no Resources .....
- 5.3. Using Updated Schedule Data for Progress Reporting .....