

FAIR Focus FS+

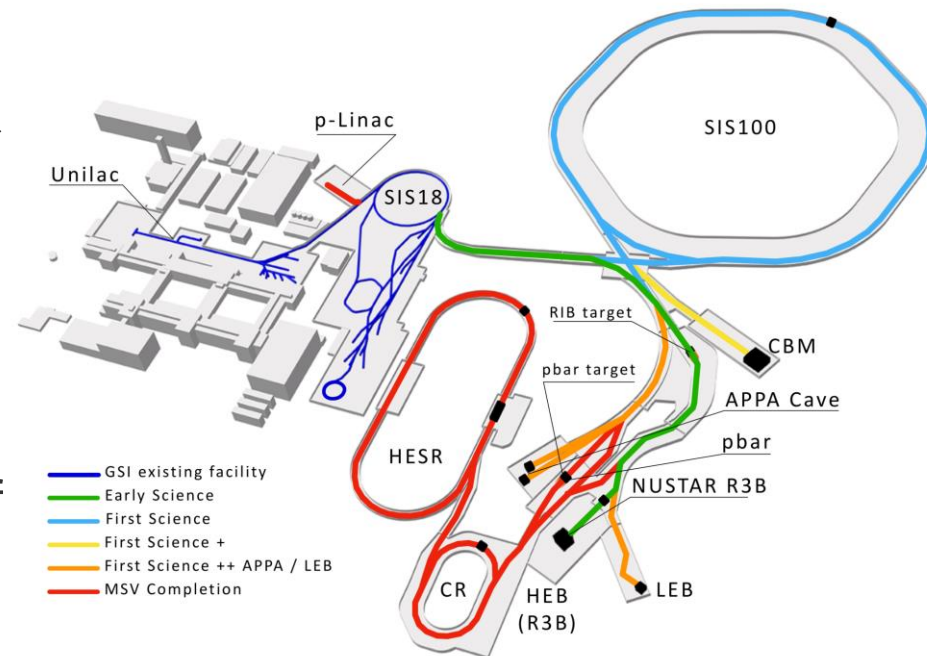
Summary of FAIR Project Level 1 - Workshop 25.-26.01.2023

Jörg Blaurock – Technical Managing Director
- Reseach retreat on 13.02.2023 -

FAIR Project Execution Strategy

Basic assumptions for further execution:

- FAIR Council will approve the next realization step FS+ on March 9th & 10th, 2023
- Availability of approved budget for commitments from April 2023 onwards
- FAIR does not get the full amount of funding which was assessed by FAIR during the Scientific Review for the realization of the scenario FS+
 - Additional challenges for the execution



- Completion of Early Science (ES) in 2027
- Completion of First Science + (FS+) in 2028
- ES and FS+ have to be reached without further additional funding
- Available budget is the driver for any decision
- Maximum focus on FS+ scope through budget and resources allocation
- Freeze of non-FS+ Subprojects by ramping down the activities in 2023 / 2024

Concrete actions (1/2)

- Rebaselining of project time schedule to the approved FS+ scope of work
- Adaptation of on-going purchase orders to the approved FS+ scope (reduction of PO / Contracts if savings are possible and feasible)
- New procurement of FS+ components only
- Structured ramp down of non-FS+ Subprojects and non-priority activities so that smooth restart is possible
- Re-allocation of personnel to FS+ activities S-FRS, Commons, SIS100, SMG, PMO (transfer of personnel)
- Further identifications and realisation of savings potential in civil and ACC
- Time reserves to be created for critical activities in the time schedule

Concrete actions (2/2)

- Strong focus on installation needs and requirements (pull mode)
- Strong implementation of Design Freeze – No Change Request to prevent additional costs by civil (S&B)
- Introduction of « Expediting » function
- Address « procurement » bottleneck
- Adaptation of meetings, reporting structures
- Increased presence on campus for even more efficient direct communication in order to speed up execution



Thank you for attention !