

Go / No-Go Readiness Gate + Escalation (One Page)

Purpose: prevent field delays by blocking release until critical prerequisites are confirmed

A) GO / NO-GO GATE (must all be YES)

- Materials: all critical items on-site or date-certain delivery with proof
- Permits: required permits approved and active
- Inspections: sequence booked (date/time + inspector + docs ready)
- Utilities: provider capacity/connection status confirmed
- Crew plan: labor assigned by trade/day with contingency backup
- Dependencies: upstream handoffs accepted and closed
- Owner control: each critical line has owner + due-by hour
- Escalation: named escalation owner and trigger times set

B) RELEASE RULE

- GO = all boxes checked with evidence attached.
- NO-GO = any box unchecked. Work does not release to field.
- Exception approval only by executive owner in writing.

C) ESCALATION CLOCK (automatic)

- Blocker age > 24h: escalate to bucket supervisor (YELLOW).
- Blocker age > 48h: escalate to executive owner (RED).
- Repeat blocker (2+ cycles): root-cause fix required before next release.

D) DAILY CONTROL (15-minute red call)

- Review top 10 blockers only (owner, due-by hour, next action).
- Confirm moved/slipped/escalated lines.
- Publish tomorrow's top 3 critical lines per bucket.