

How our Four Day Week Pilot *works for us*



We're currently trying a 4-day week pilot for 6 months. This is because at Bron Afon we believe our people are our best asset and the key to our success. Our People Promise means we are investing in a strong agile workforce where colleagues feel connected and are supported to be their best.

Our Work4 pilot is an opportunity for everyone working at Bron Afon to improve our services to customers by unleashing innovation, improving productivity and working smarter to improve our wellbeing.

Here's what you need to know



100%
Productivity



100%
Salary



80%
of our time

We are not closing our offices, compromising customer services or our high health and safety standards. We're still all about providing great customer service.

We know that one size does not fit all. Our teams have designed their own 4-day week plans, and we are all involved in making it work for our customers, ourselves and each other.

Our customers are,
and always will be
**our top
priority**



The 4-day week encourages teams to think creatively about how we use our time.

We are more focused on service delivery.

We are more efficient and make better use of our time in work to get the job done.

We are more refreshed and ready to tackle challenges with a positive mindset, which means better service for our customers.



The idea is simple. 100% productivity, 100% pay, in 80% time. All with our strong commitment to customer service. Alan Brunt, Chief Executive

The 9-5 Mon-Fri model is over 100yrs old and no longer fit for purpose for every organisation.

Craig Nowell, Chair of Bron Afon Board.



The wellbeing of our colleagues is a priority for us and our teams remain committed to delivering great customer service. We've already learnt so much about the art of the possible and I'm sure there will be more to learn.

Unji Mathur, Executive Director of People, Change and Technology

Bron Afon Four Day Week
Pilot 24-25

*a few externally funded roles are currently excluded from the pilot