# ext Generation

## 119 IST if it doesn't add value, is waste





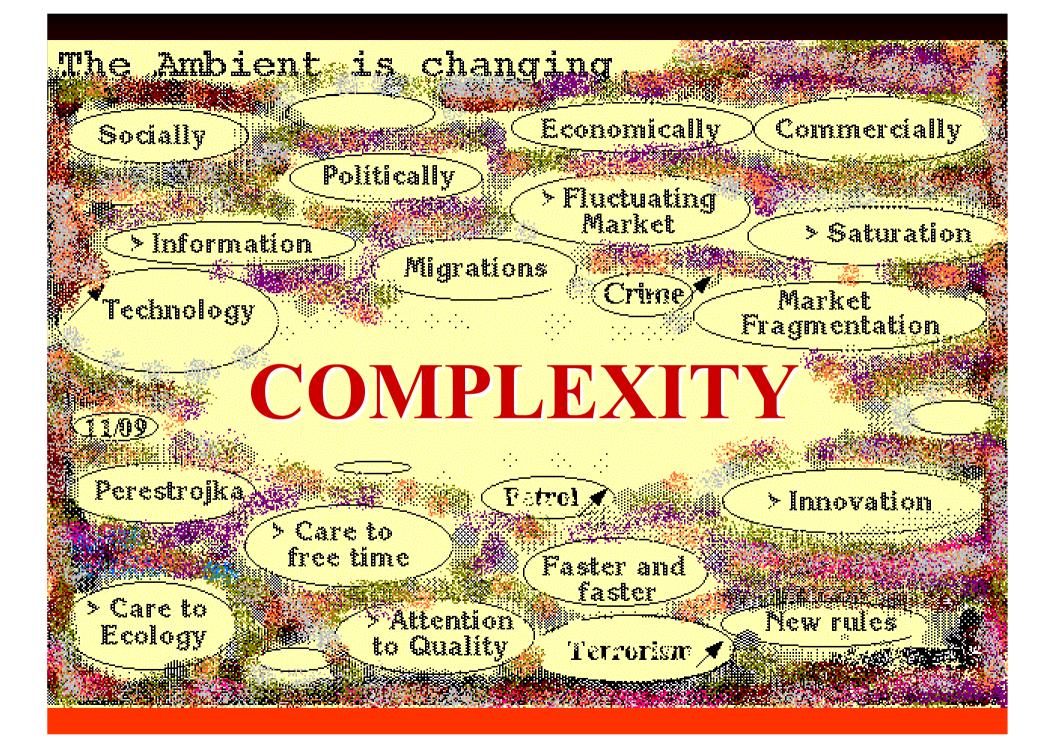


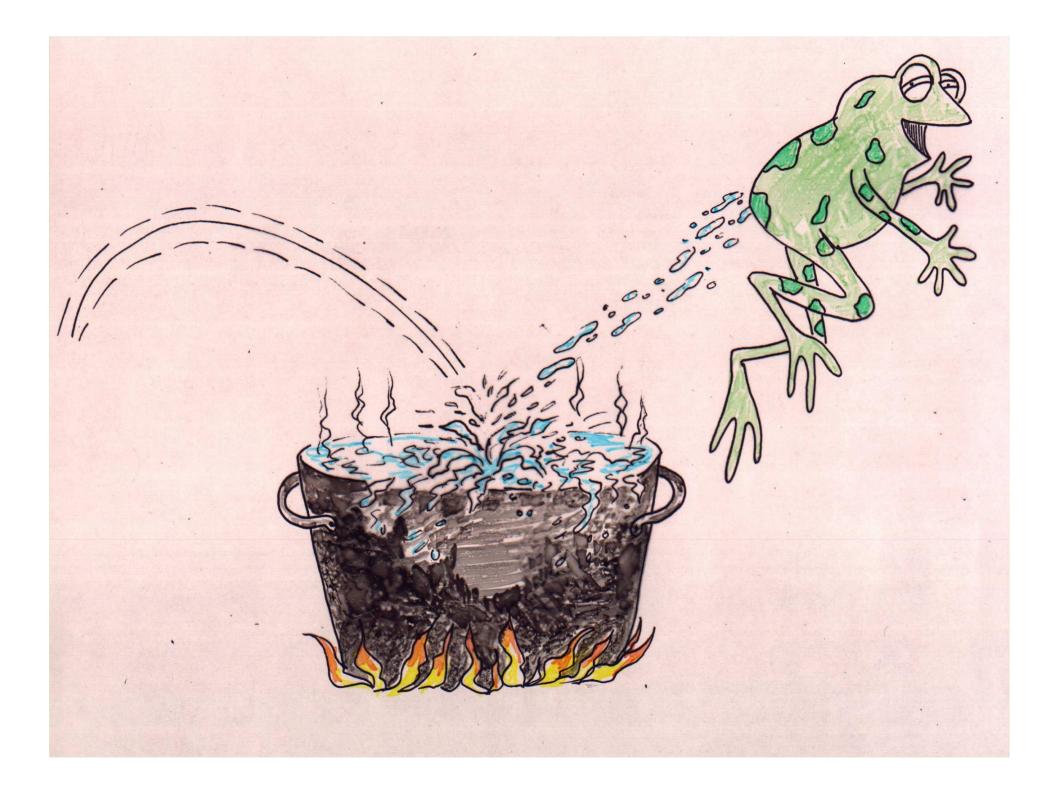
Carlo Scodanibbio presents:

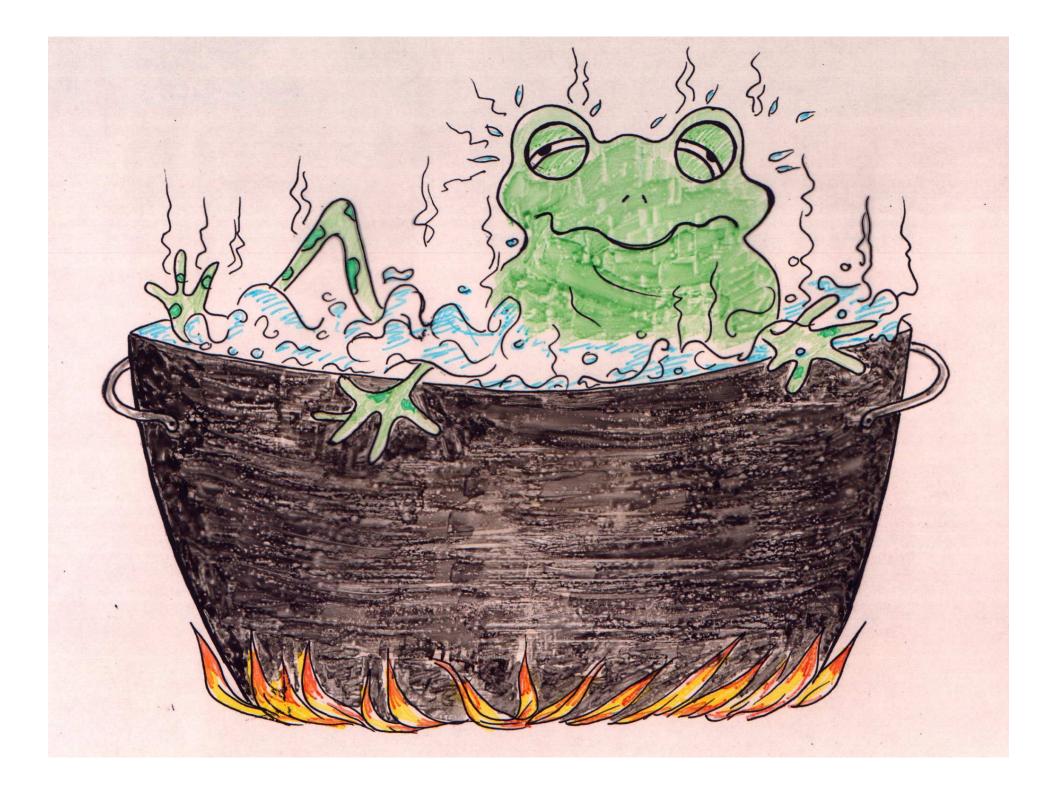


## ....the world has changed....

-Words: lean, manufacturing, power, point, presentation, value, waste, client, service, industry, perform, performance, world, class, ations, adding, management, productive, process, takt, time, pitch, buffer, safety, inventory, finished, goods, supermarket, wip, work, in press, continuous, flow, processing, batch, push, pull, otdr, on-time, delivery, rate, kanban, production, levelling, stock, unbalance, bottle terms, sequence, solution, processing, batch, push, pull, otdr, on-time, delivery, rate, kanban, production, levelling, stock, unbalance, bottle terms, sequence, sequence, one, piece, cell, u-cell, line, sequence, equipment, cycle, vertical, layout, total, quality, pokasyoke, del







## clients are monsters....



Credits: J. Barta & Boris Vallejo



## Approach:

Make good products cheaply and quickly

**QCD approach** (Quality - Cost - Delivery)

## manufacturing

#### today/tomorrow

The present market cake is not growing much larger, but <u>variety</u> is, due to diversity of customers' needs. Besides, customers request and expect <u>shorter delivery schedules</u>, <u>higher quality</u>, and <u>high reliability</u>. This dictates a "<u>higher variety-small</u> <u>lots</u>" style of production, featuring high quality, speedy delivery and assured safety/reliability.

PQCDS approach (diversified PRODUCTS, of high QUALITY, at low COST, with speedy DELIVERY and assured SAFETY/RELIABILITY) **Seller's Market** 

yesterday

Costs associated with Waste could be built into Product's price Clients are no longer prepared to subsidise manufacturers' costs associated with Waste

manufacturing

today/tomorrow

**Buyer's Market** 

#### yesterday

Factory Management determines Production Capacity

(Estimate-based Levelling)

manufacturing

today/tomorrow

**Customers determine Production Capacity** 

(Reality-based Levelling)

**Costs + Profit = Selling Price** 

(Product-Out approach)

**Selling Price - Profit = Costs** 

(Market-In approach)

#### yesterday

Profit is something that comes naturally out of the manufacturing and marketing process

Manufacturing Cycle Time

>> Selling Cycle Time

manufacturing

today/tomorrow

Profit is something that must be created and earned through hard work

Manufacturing Cycle Time

-> = Selling Cycle Time



Manufacturing

manufacturing

is a

SERVICE

why enterprises don't "perform"... ....the root causes of poor performance date back to over 2 centuries ago.....

....we have gone into the 21st century, with enterprises designed in the 18th and 19th centuries to perform well in the 20th.....



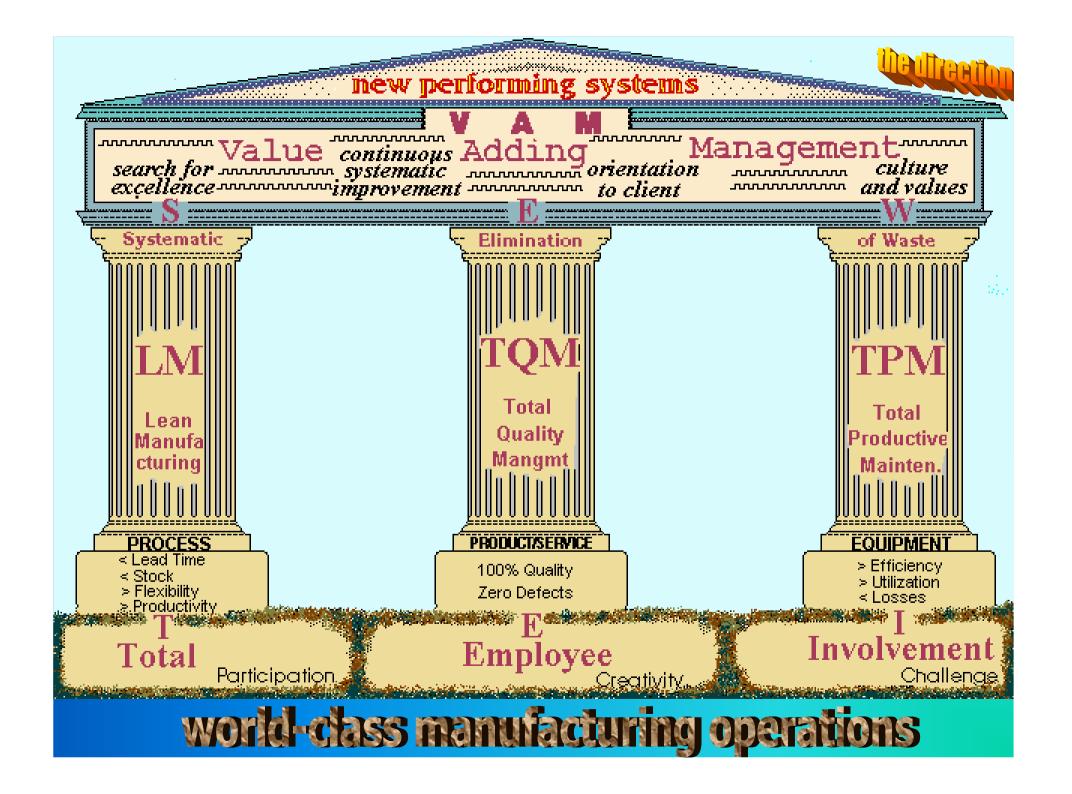
## WORLD CLASS MANUFACTURING

## WORLD CLASS APPROACH TO MARKET

## WORLD CLASS PRODUCT DEVELOPMENT

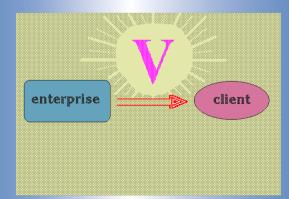
## WORLD CLASS OPERATIONS

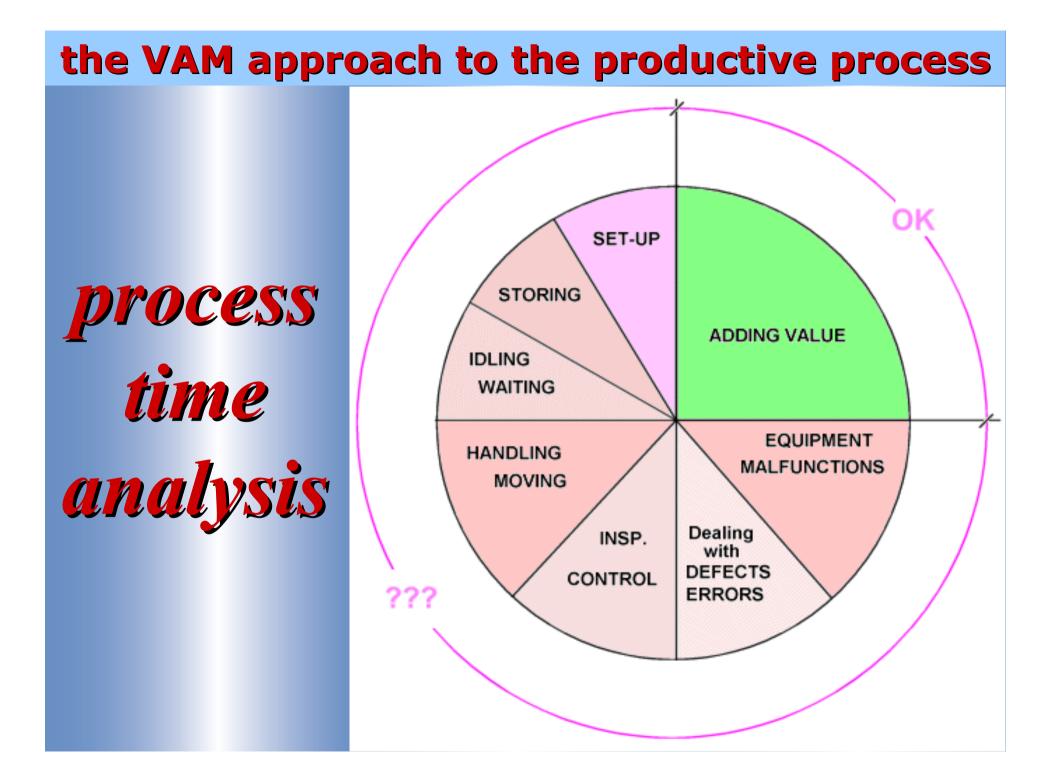
WORLD CLASS RELATIONSHIP WITH SUPPLIERS

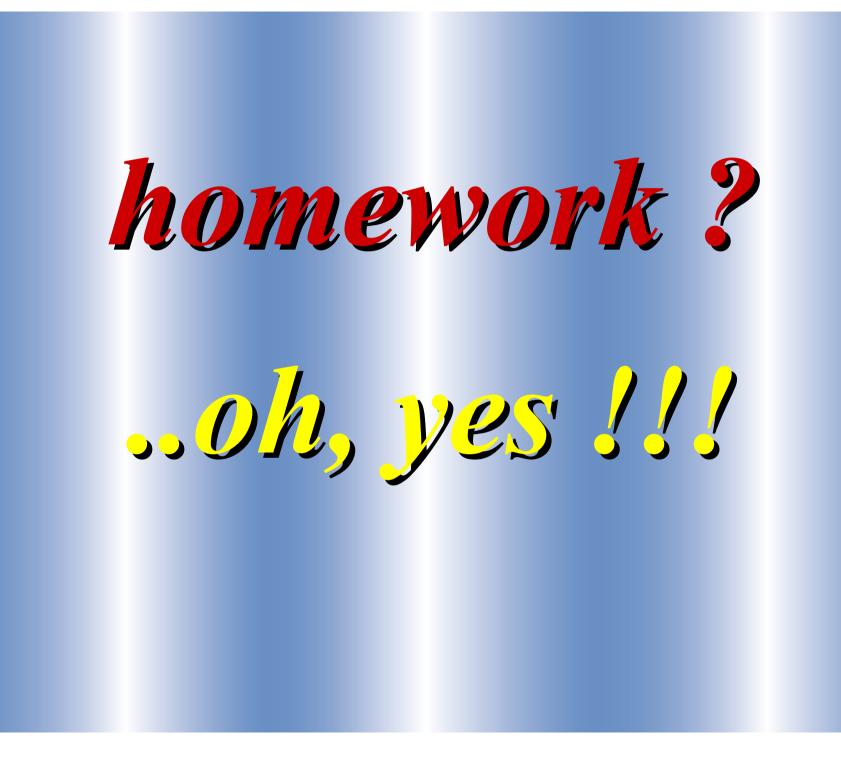




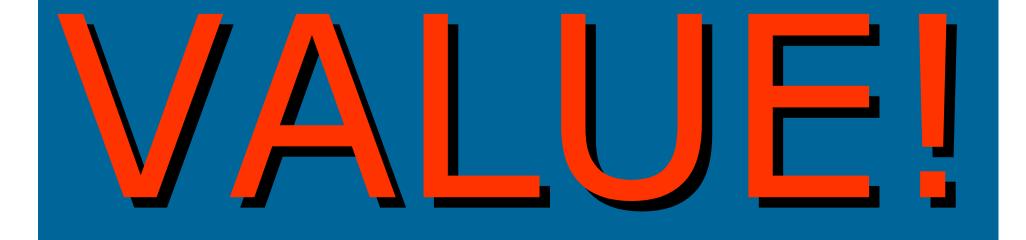
# VALUE ADDING MANAGEMENT







# SYSTEMATIC ELIMINATION OF WASTE



#### WASTE DOES NOT ADD ANY VALUE

## FIGHTING WASTE IN PRODUCTION

...in many factories waste has proliferated to such an extent that waste is no longer in the factory, but rather the factory is IN the waste..



#### FIGHTING WASTE IN PRODUCTION

## CLASSIFICATION OF WASTE

MAN <sup>°</sup> Waste in Processing <sup>°</sup> Walking Waste <sup>°</sup> Moving Waste <sup>°</sup> Watching Waste <sup>°</sup> Talking Waste <sup>°</sup> Searching Waste <sup>°</sup> Idling Waste

SAFETY <sup>o</sup> Inadequate Prevention Waste <sup>o</sup> Accidents Waste <sup>o</sup> Loss of Time Waste <sup>o</sup> Reporting Waste

#### EQUIPMENT

- <sup>o</sup> Capacity Waste
- <sup>°</sup> Features Waste
- <sup>o</sup> Utilization Waste
- <sup>°</sup> Breakdowns Waste
- <sup>o</sup> Reduced Speed Waste
- <sup>o</sup> Air Processing Waste <sup>o</sup> Idling Waste

METHODS <sup>9</sup> Conveyance Waste <sup>9</sup> Retention Waste <sup>9</sup> Lot Production Waste <sup>9</sup> Stockpiling Waste

tockpiling Waste

## SUMMARY OF THE MAIN TYPES OF WASTE

- >Overproduction
- Stock
- >Un-needed processing steps
- ➤Motion
- ►Control
- ➢ Defects
- ➤Waiting/idling
- ►Transportation

## WASTE – THE TABLE OF EXCUSES - OLD

1) That's the way we have always done it

- 2) I didn't know you were in a hurry for it
- 3) That's not in my department
- 4) No one told me to go ahead
- 5) I am waiting for an OK
- 6) That's his job not mine
- 7) Wait till the boss comes back & ask him
- 8) I forgot
- 9) I didn't think it was very important
- 10) I'm so busy I just can't get around to it
- 11) I thought I told you
- 12) I wasn't hired to do that

### WASTE – THE TABLE OF EXCUSES - NEW

1) That's the way we have always done it

- 2) There is no better way, believe me....
- 3) This way we know it works....

4) Why change? We are already so busy....

5) We have tried in the past, and it didn't work...

6) Managers and consultants.... Only able to mess us up

7) You mean we are stupid the way we do it???

8) Impossible

9) We need stock: it's a good investment

10) Set-up time cannot be reduced further....

11) We must control quality or clients will complain

12) All machines eventually give problems



# spot the waste!



some definitions

#### PROCUREMENT LEAD-TIME Interval of time elapsing between issue of order and goods' readiness for production

#### PROCESSING LEAD-TIME (or "THROUGHPUT TIME")

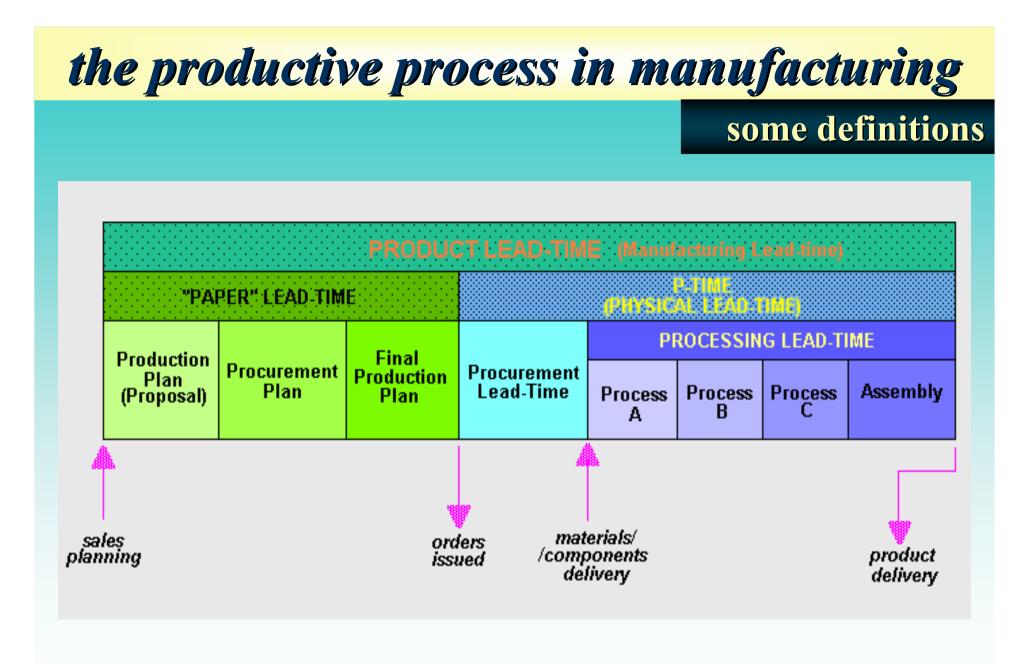
Interval of time elapsing between moment of availability of input materials/components and moment of availability of 1st output product (quasi-product, sub-assembly....)

[Mather, 1988]

#### some definitions

## P-TIME (PRODUCTION TIME or PHYSICAL LEAD-TIME)

## Cumulated Lead-Time = Procurement Lead-Time + Processing Lead-Time



some definitions

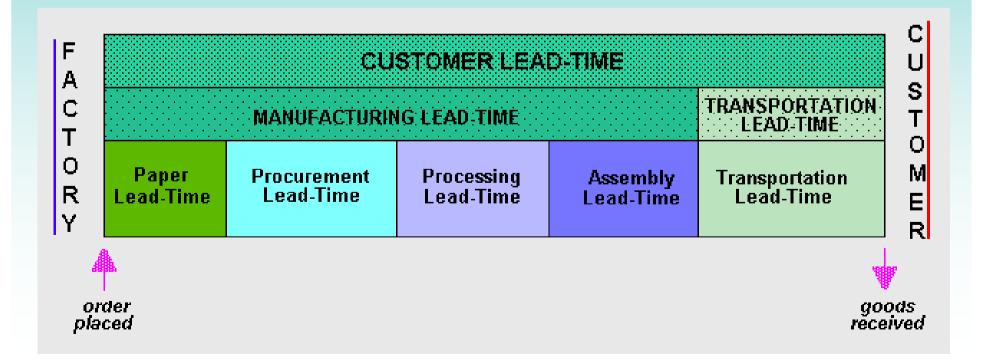
## D-TIME (DELIVERY TIME)

Interval of time between client's placement of order and client's desired/expected order shipment

some definitions

## CUSTOMER LEAD-TIME

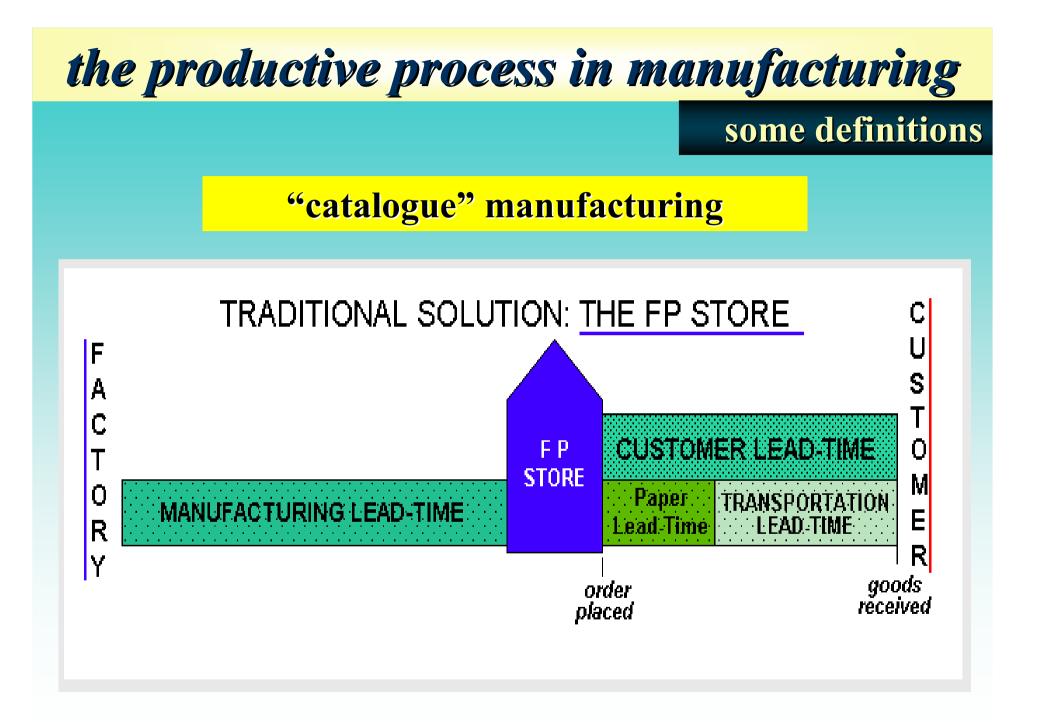
Interval of time between customer's placement of an order and customer's receipt of goods ordered



#### some definitions

## the CUSTOMER LEAD-TIME is a REAL Lead-Time, generally not short enough to meet the customers' delivery deadlines....

"....customers are very picky people. They tend to want all of a sudden products that they did never even bother to look at before. And when they want them, they want them now. Customers have long ago embraced the JIT concept....."



some definitions

"catalogue" manufacturing

this is a shorter Customer Lead-Time, but is a <u>DUMMY LEAD-TIME</u>

the FP Store is supposed to make up for the disadvantage of having a Manufacturing Lead-Time, and becomes a "thick wall" between factory and customer - the thicker the FP Store wall, the less able the factory to respond quickly to market changes

a strong, health factory is one that can meet needs for prompt delivery based on REAL Lead-Time

#### some definitions

**"order" manufacturing** 

## **TRADITIONAL SOLUTION**

Accommodate a new Customer Order to fit into actual Production Plan or decline new Order.

If new Order can be "squeezed in", often this may only be done at the expenses of delaying Orderson-hand through a **Production Plan reschedule**.

some definitions

## CYCLE TIME

Referred to a repetitive operation: the overall time required to carry out a repetitive processing activity (including load/unload, inspect, walk....)

## MANUFACTURING CYCLE TIME

Sum of all Cycle-Times necessary to carry out all operations required to manufacture a product



indication of "how long" operations should take

#### some definitions

## **TAKT TIME - EXAMPLE**

PRODUCT: Brake Cylinder PRODUCT CODE: BC 0183

#### **MONTH PRODUCTION SCHEDULE**

22 Working days2 Shifts of 8 Hours each

| Theoretical working time per shift  | (h:min) | 8:00   |
|-------------------------------------|---------|--------|
| Breaks & precautionary resting time | (h:min) | 0:20   |
| Effective working time per shift    | (h:min) | 7:40   |
| Effective working time per day      | (h:min) | 15:20  |
| Effective working time per day      | (sec)   | 55.200 |
|                                     |         |        |

| REQUIREMENT         |                |        |
|---------------------|----------------|--------|
| Monthly requirement | (pieces/month) | 18.000 |
| Daily requirement   | (pieces/day)   | 818    |

 EFFECTIVE WORKING TIME PER DAY
 55.200 (seconds/day)

 TAKT TIME =
 =

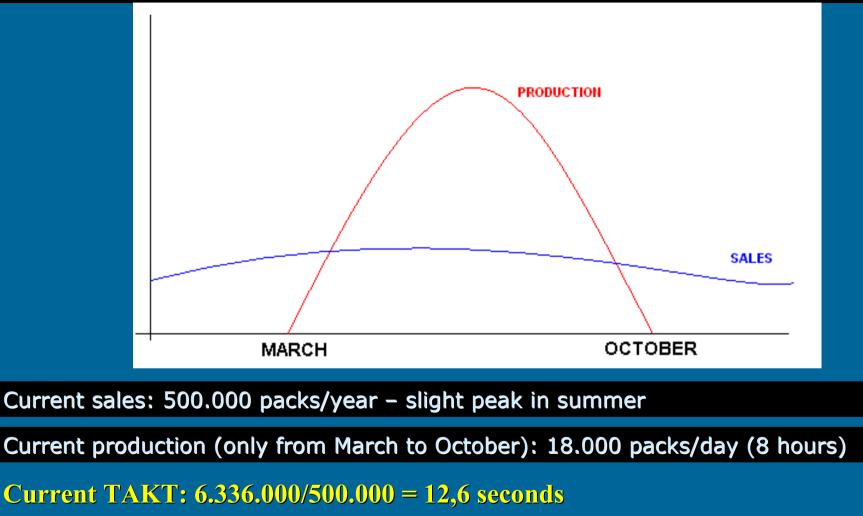
 DAILY REQUIREMENT
 818 (pieces/day)



# **spot the waste!** Manufacturing Industry - 2

**OVERPRODUCTION** 

## FACTS AND FIGURES



**Current speed of production: 28.800/18.000 = 1,6 seconds/pack** 

**Production Speed: 7,8 times faster than TAKT** 

#### LEAN MANUFACTURING

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