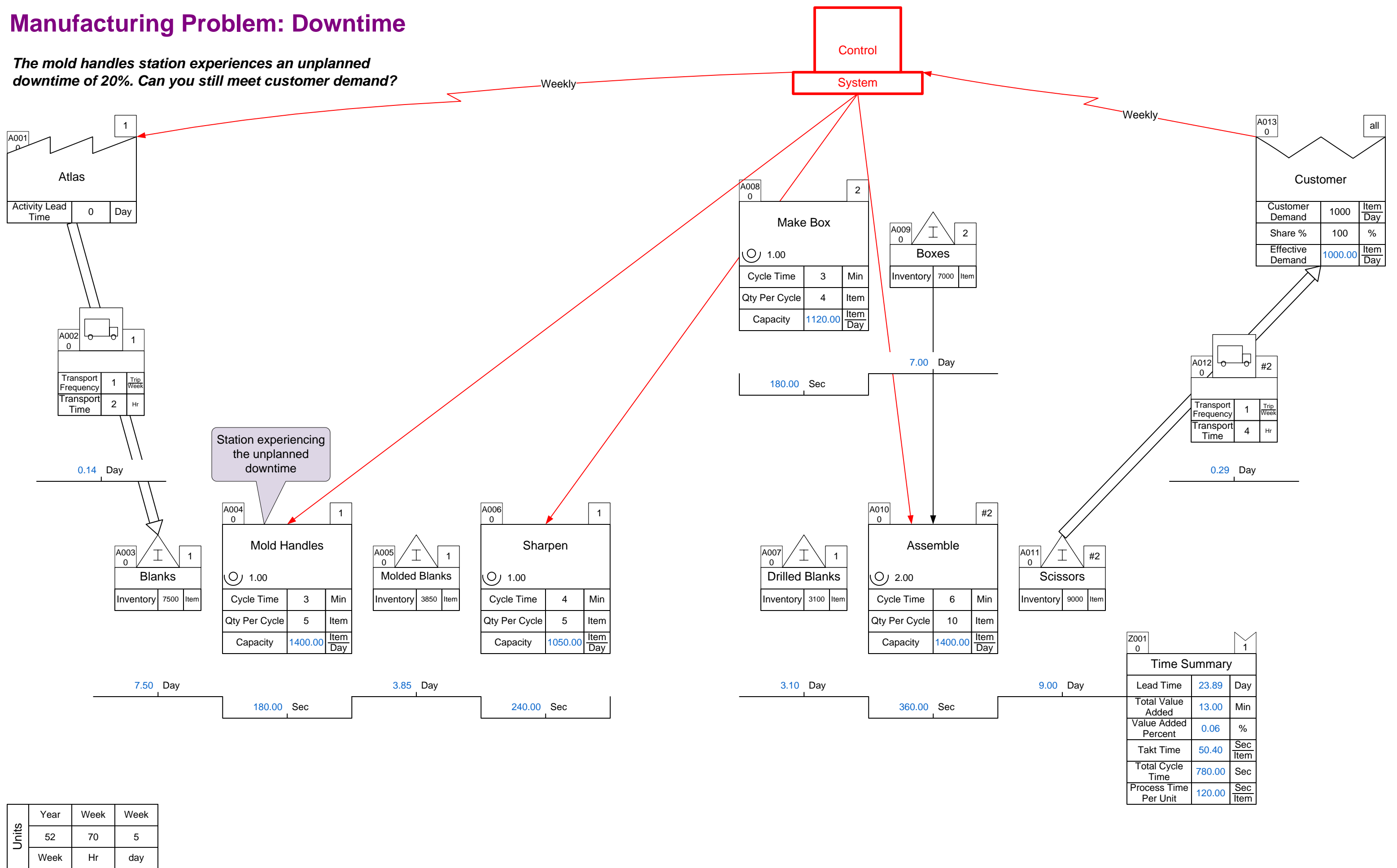


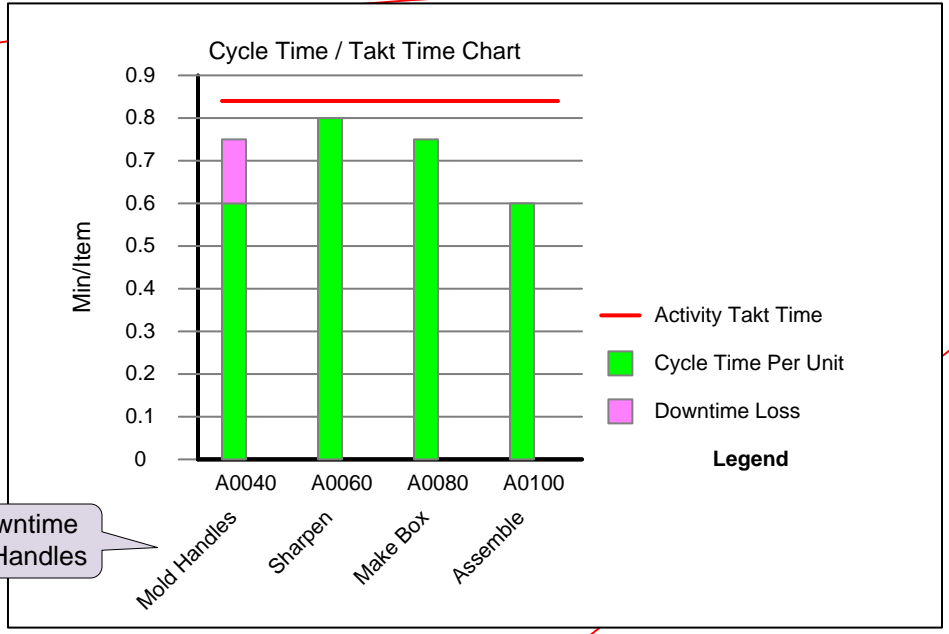
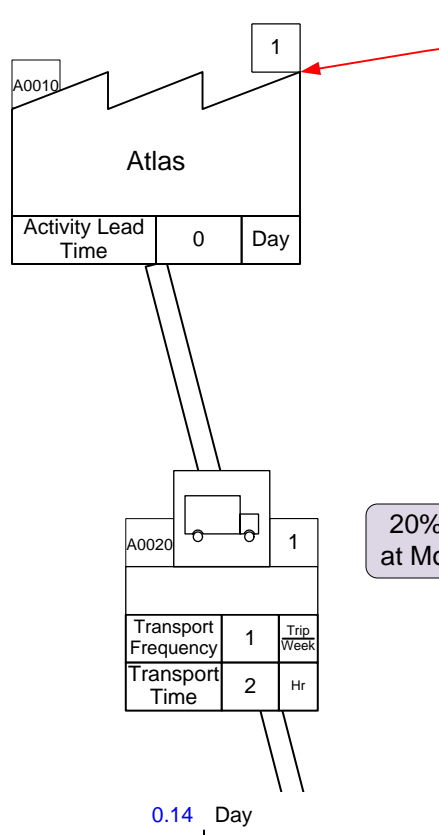
# Manufacturing Problem: Downtime

The mold handles station experiences an unplanned downtime of 20%. Can you still meet customer demand?



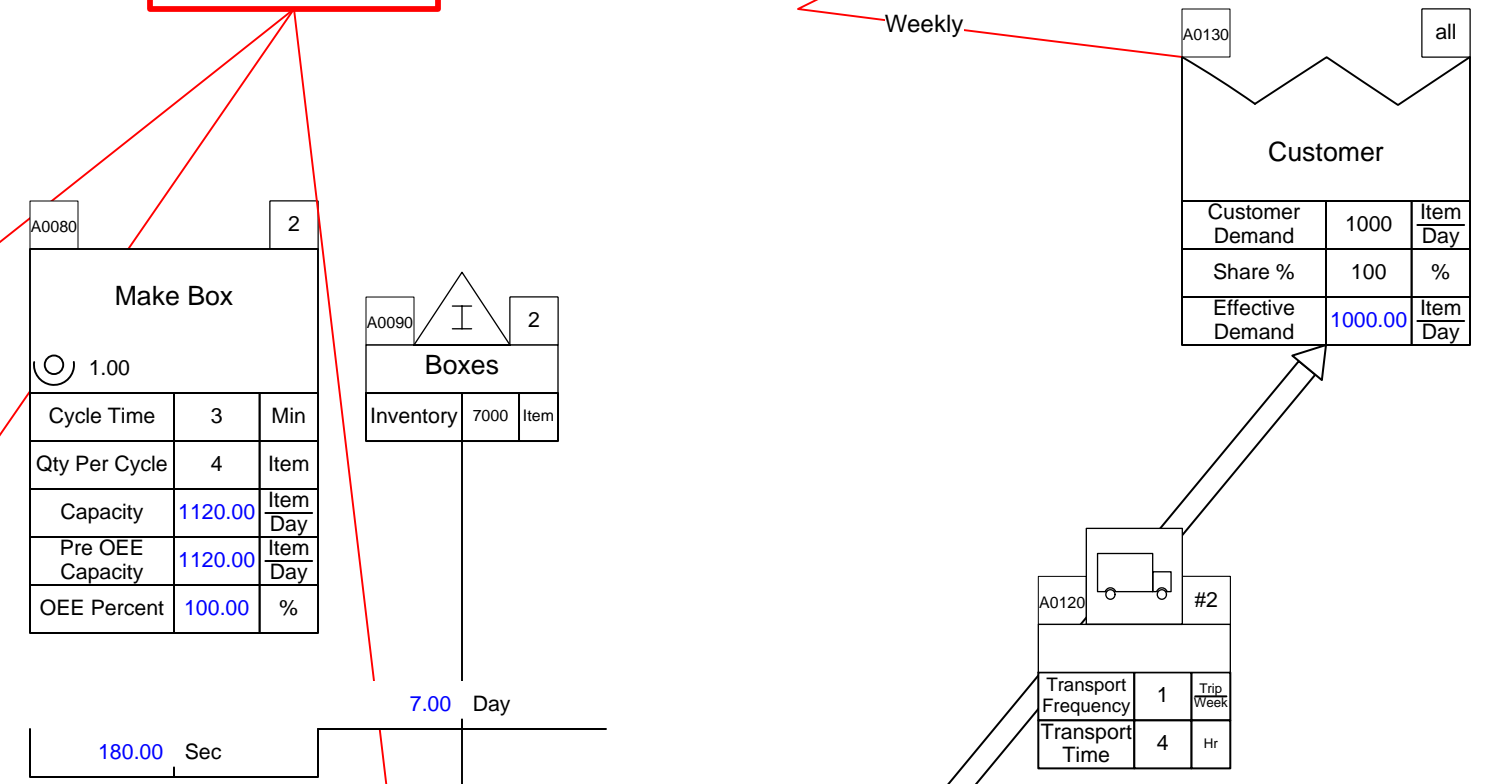
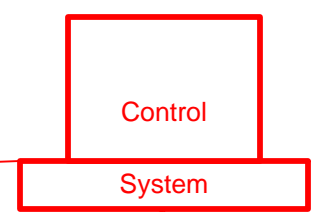
# Manufacturing Solution: Downtime

The mold handles station experiences an unplanned downtime of 20%. Can you still meet customer demand?

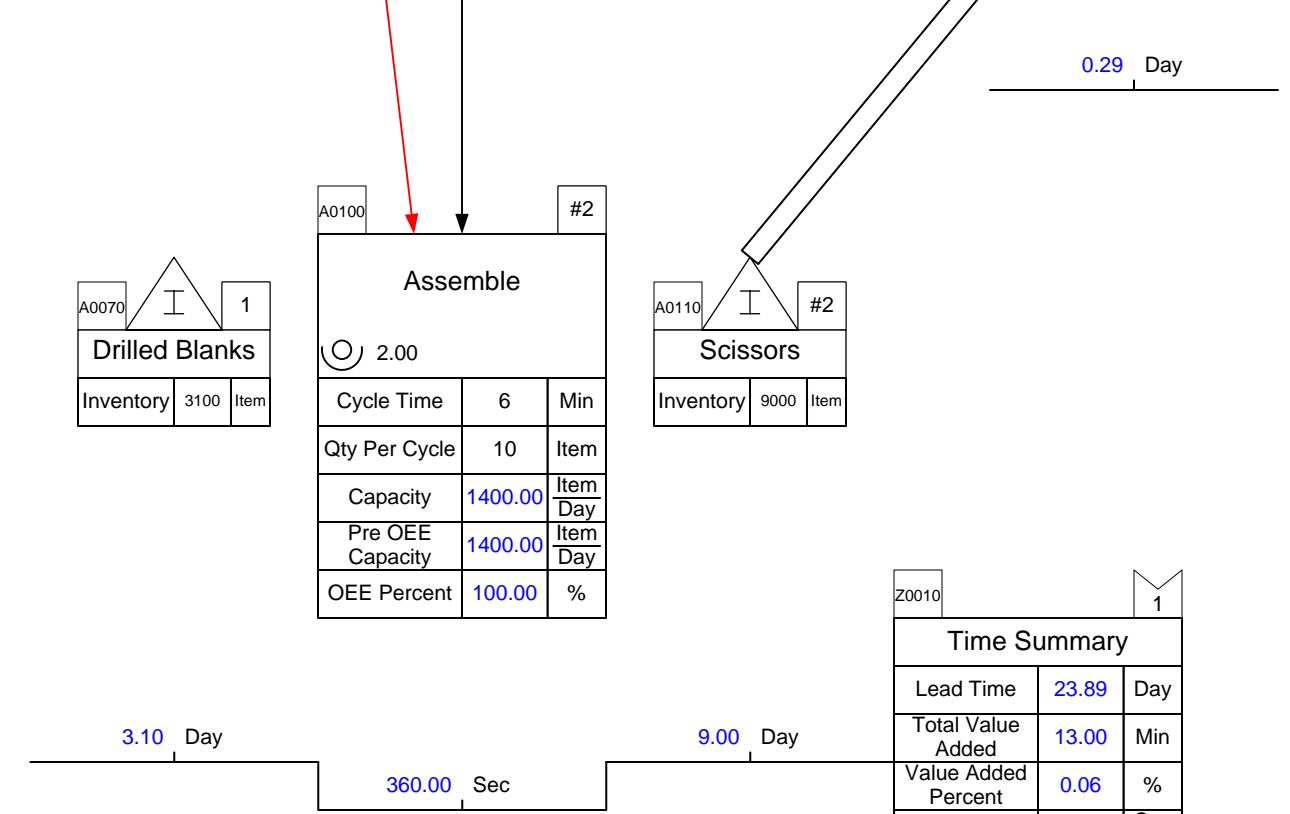
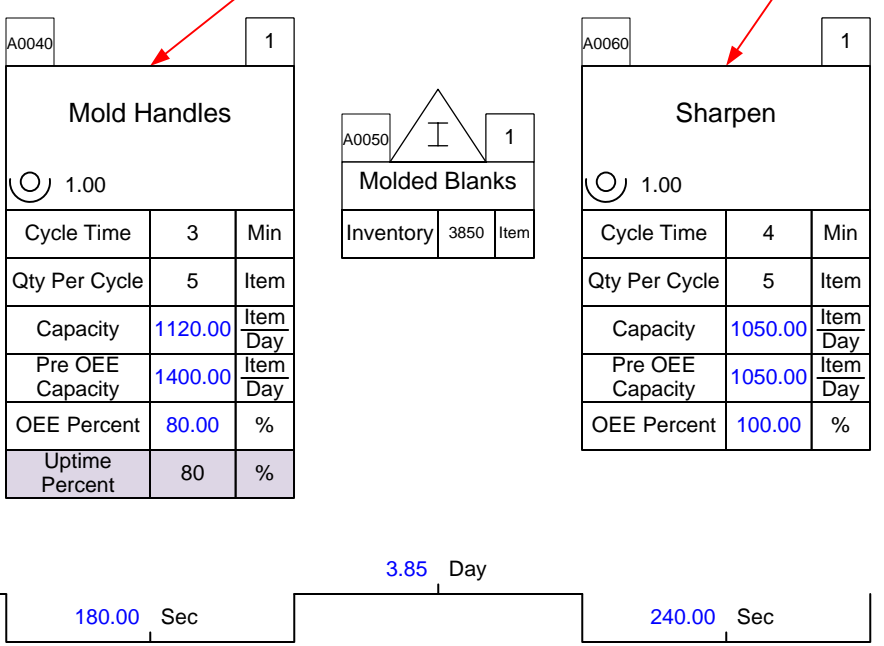


20% downtime at Mold Handles

**Answer:**  
Yes, as shown by the Cycle Time / Takt Time chart.



Customer		
Customer Demand	1000	Item Day
Share %	100	%
Effective Demand	1000.00	Item Day

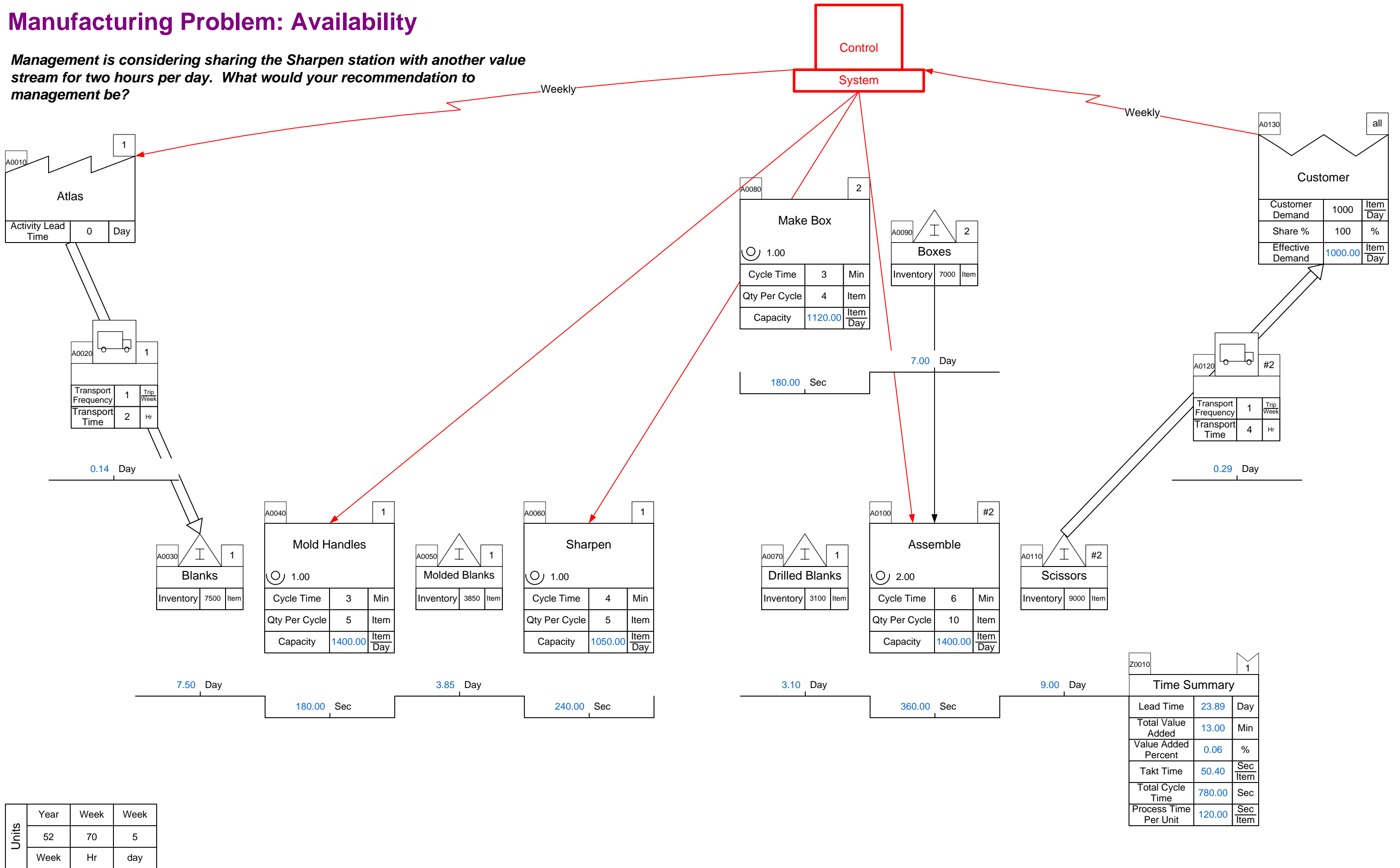


Time Summary		
Lead Time	23.89	Day
Total Value Added	13.00	Min
Value Added Percent	0.06	%
Takt Time	50.40	Sec Item
Total Cycle Time	780.00	Sec
Process Time Per Unit	120.00	Sec Item

Units	Year	Week	Week
	52	70	5
	Week	Hr	day

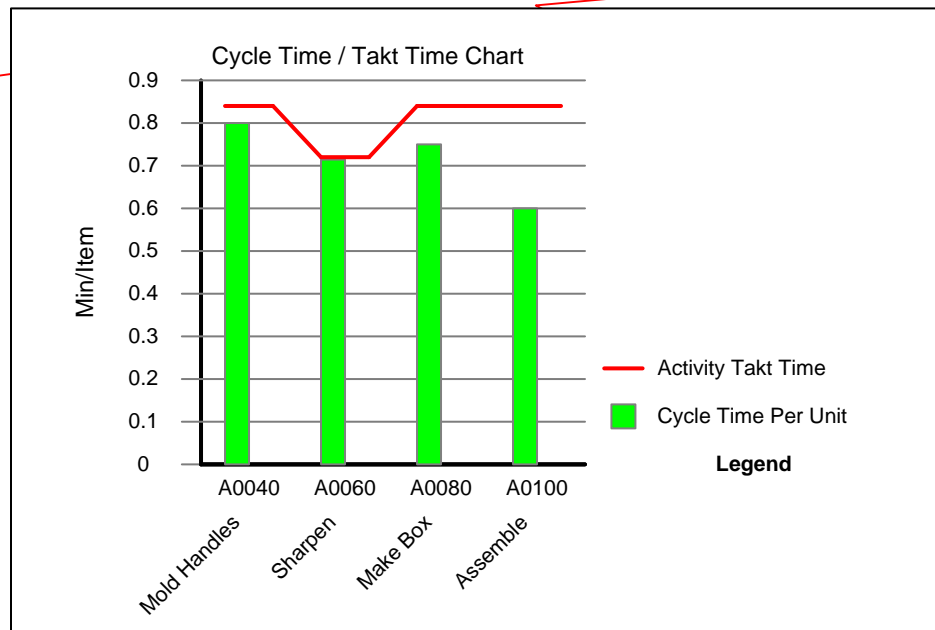
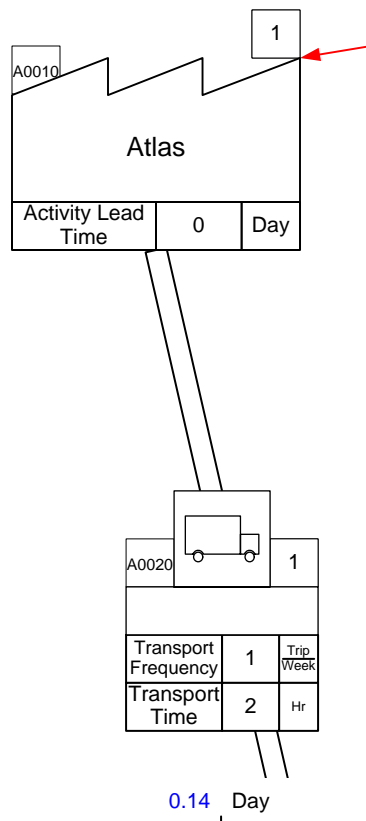
# Manufacturing Problem: Availability

Management is considering sharing the Sharpen station with another value stream for two hours per day. What would your recommendation to management be?



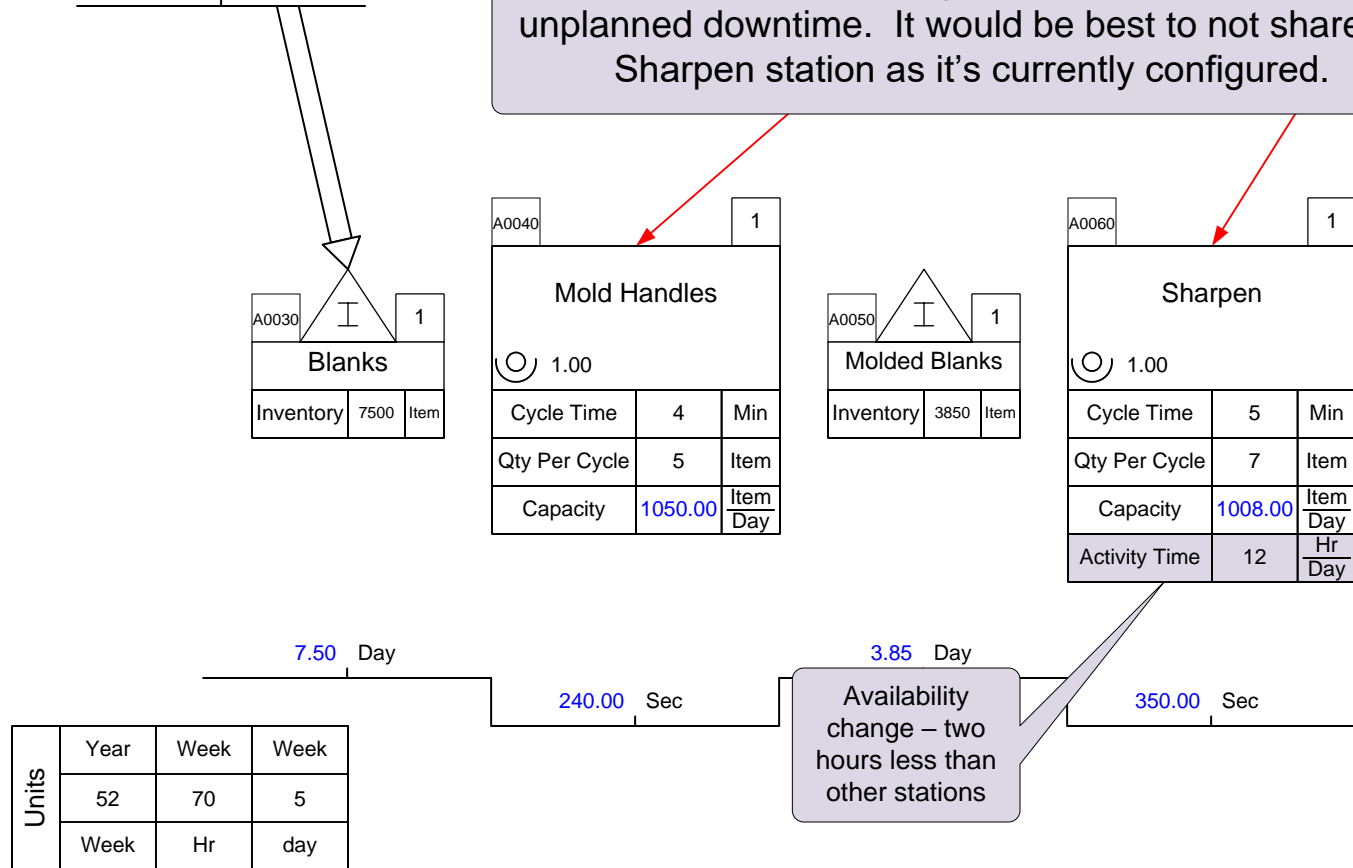
# Manufacturing Solution: Availability

Management is considering sharing the Sharpen station with another value stream for two hours per day. What would your recommendation to management be?

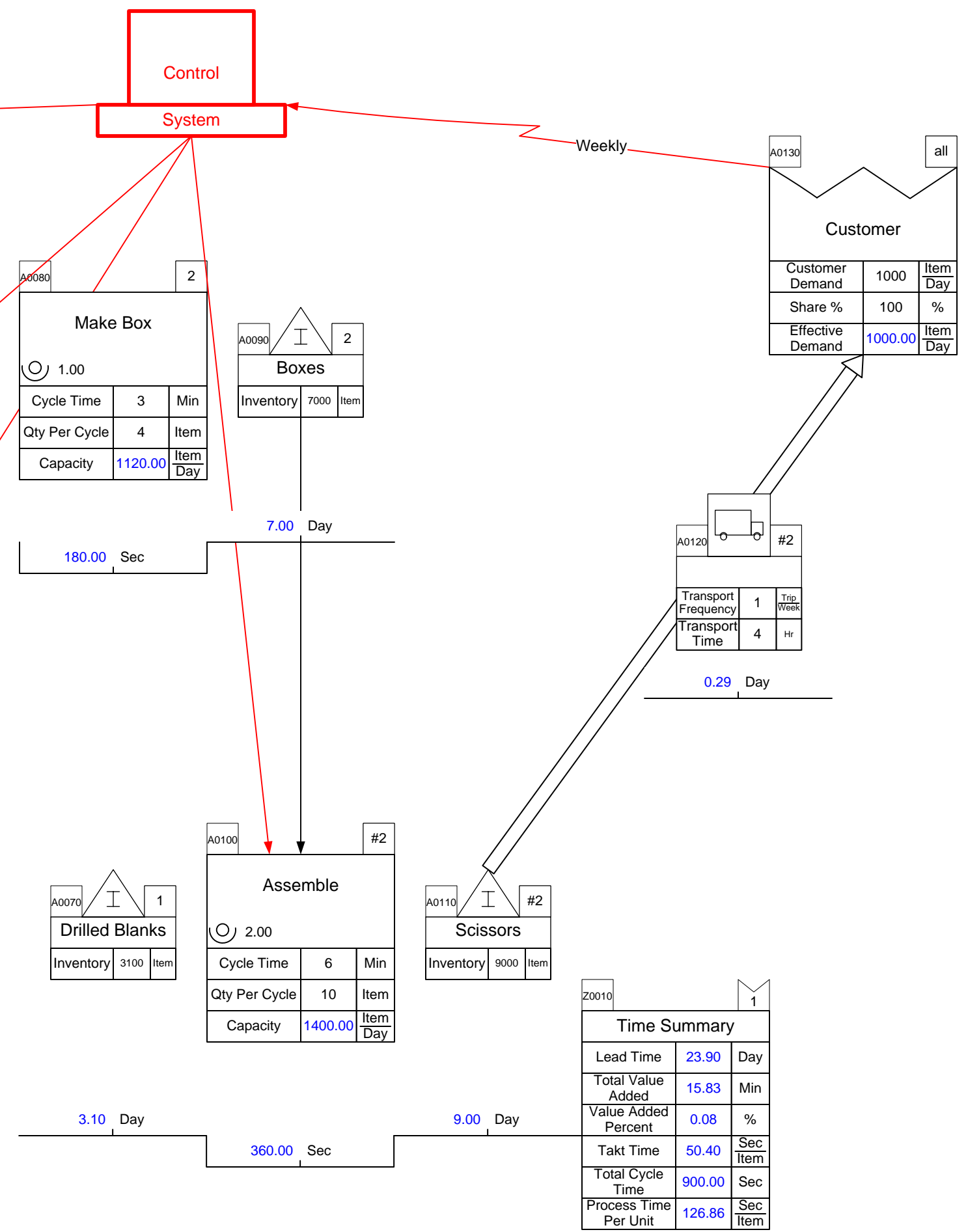


## Answer:

Sharing the Sharpen station brings its availability very close to Takt Time, leaving little to no room for planned/unplanned downtime. It would be best to not share the Sharpen station as it's currently configured.



Units	Year	Week	Week
	52	70	5
	Week	Hr	day

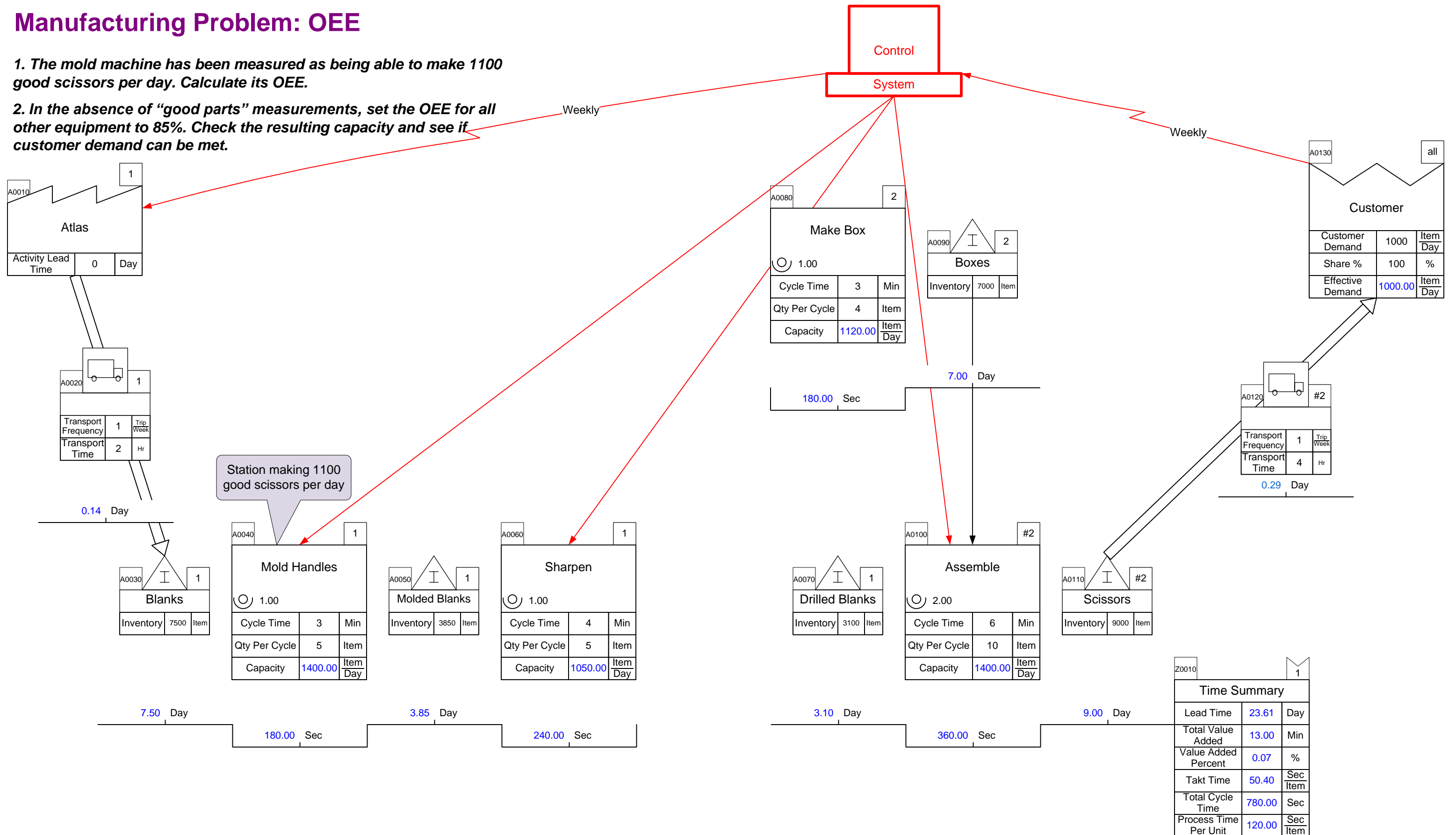


Time Summary	
Lead Time	23.90 Day
Total Value Added	15.83 Min
Value Added Percent	0.08 %
Takt Time	50.40 Sec/Item
Total Cycle Time	900.00 Sec
Process Time Per Unit	126.86 Sec/Item

# Manufacturing Problem: OEE

1. The mold machine has been measured as being able to make 1100 good scissors per day. Calculate its OEE.

2. In the absence of "good parts" measurements, set the OEE for all other equipment to 85%. Check the resulting capacity and see if customer demand can be met.

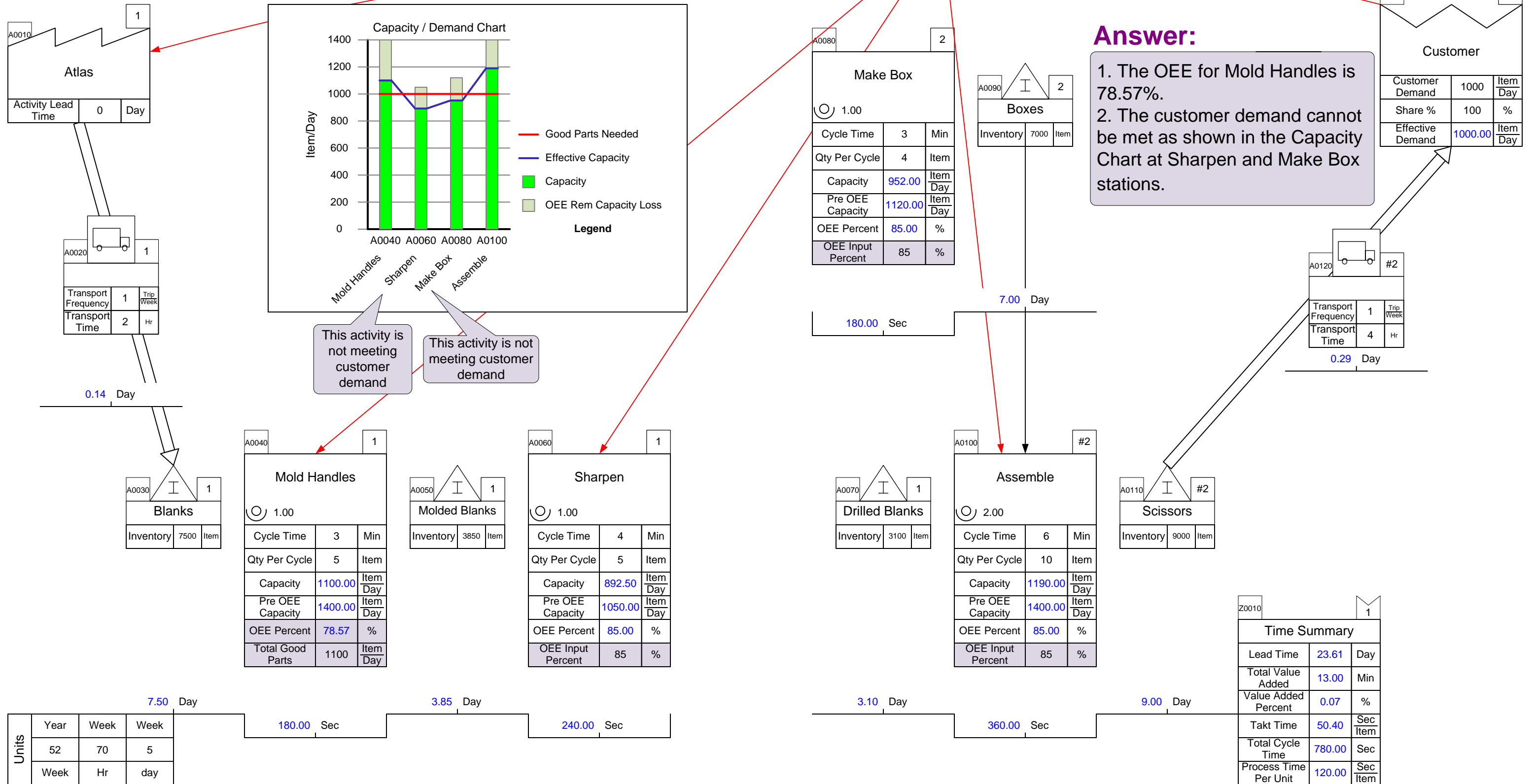


Units	Year	Week	Week
	52	70	5
	Week	Hr	day

# Manufacturing Solution: OEE

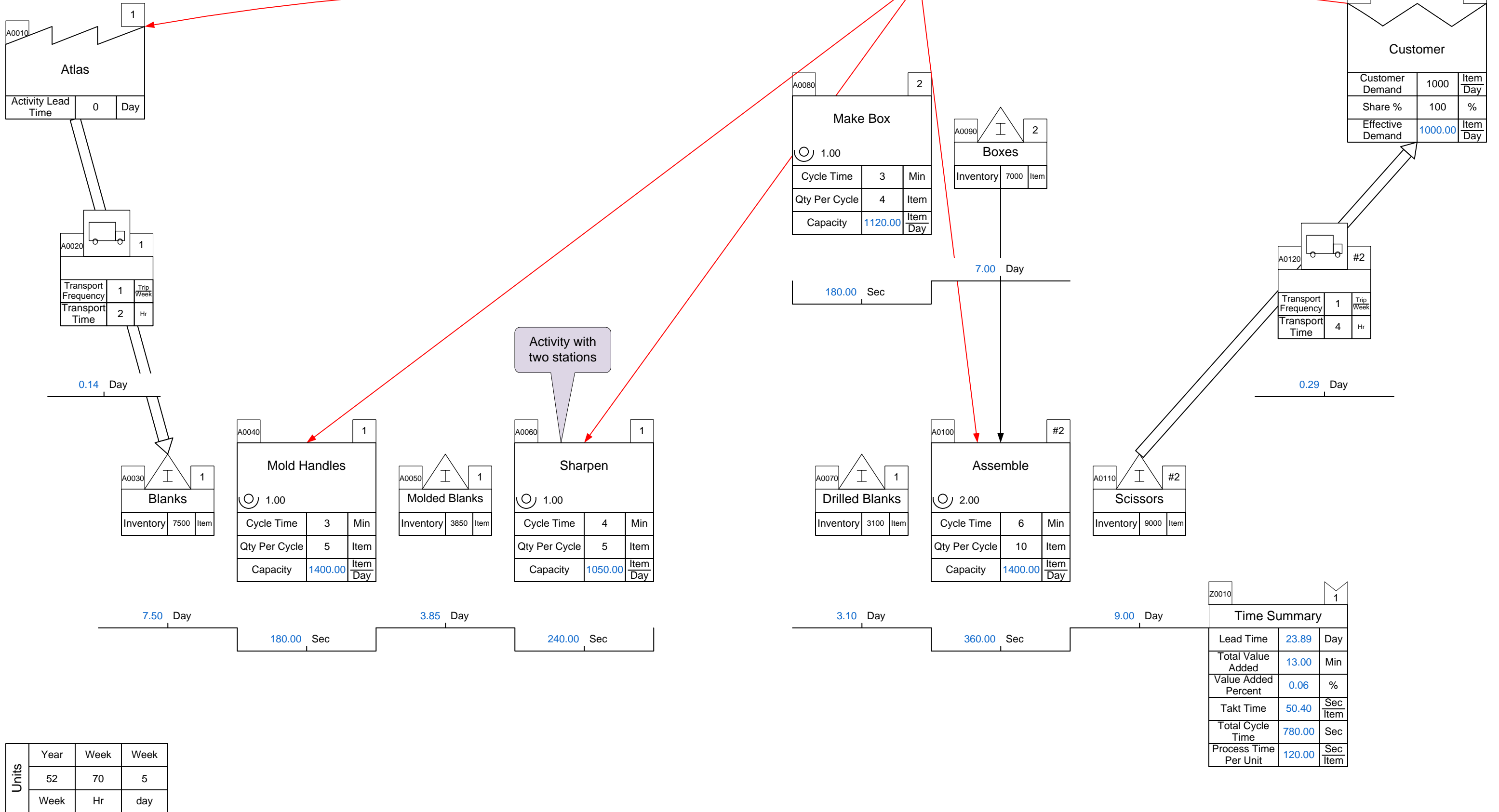
1. The mold machine has been measured as being able to make 1100 good scissors per day. Calculate its OEE.

2. In the absence of "good parts" measurements, set the OEE for all other equipment to 85%. Check the resulting capacity and see if customer demand can be met.



# Manufacturing Problem: Stations

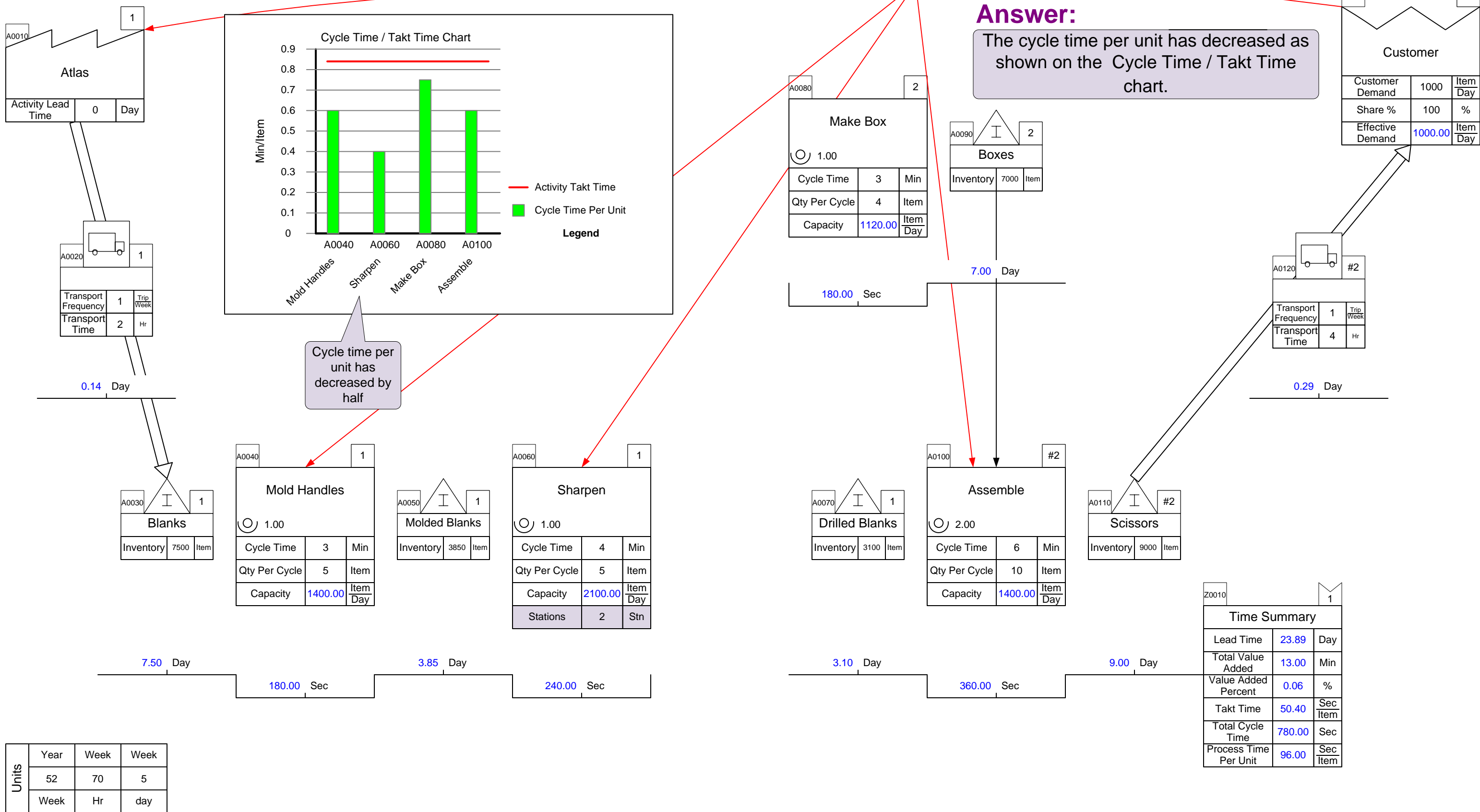
The Sharpen activity actually has two stations, each with the data shown on the map. Correct the map by adding a second station and compare cycle time per item to takt time for that activity.



Units	Year	Week	Week
	52	70	5
	Week	Hr	day

# Manufacturing Solution: Stations

The Sharpen activity actually has two stations, each with the data shown on the map. Correct the map by adding a second station and compare cycle time per item to takt time for that activity.



**Answer:**  
The cycle time per unit has decreased as shown on the Cycle Time / Takt Time chart.

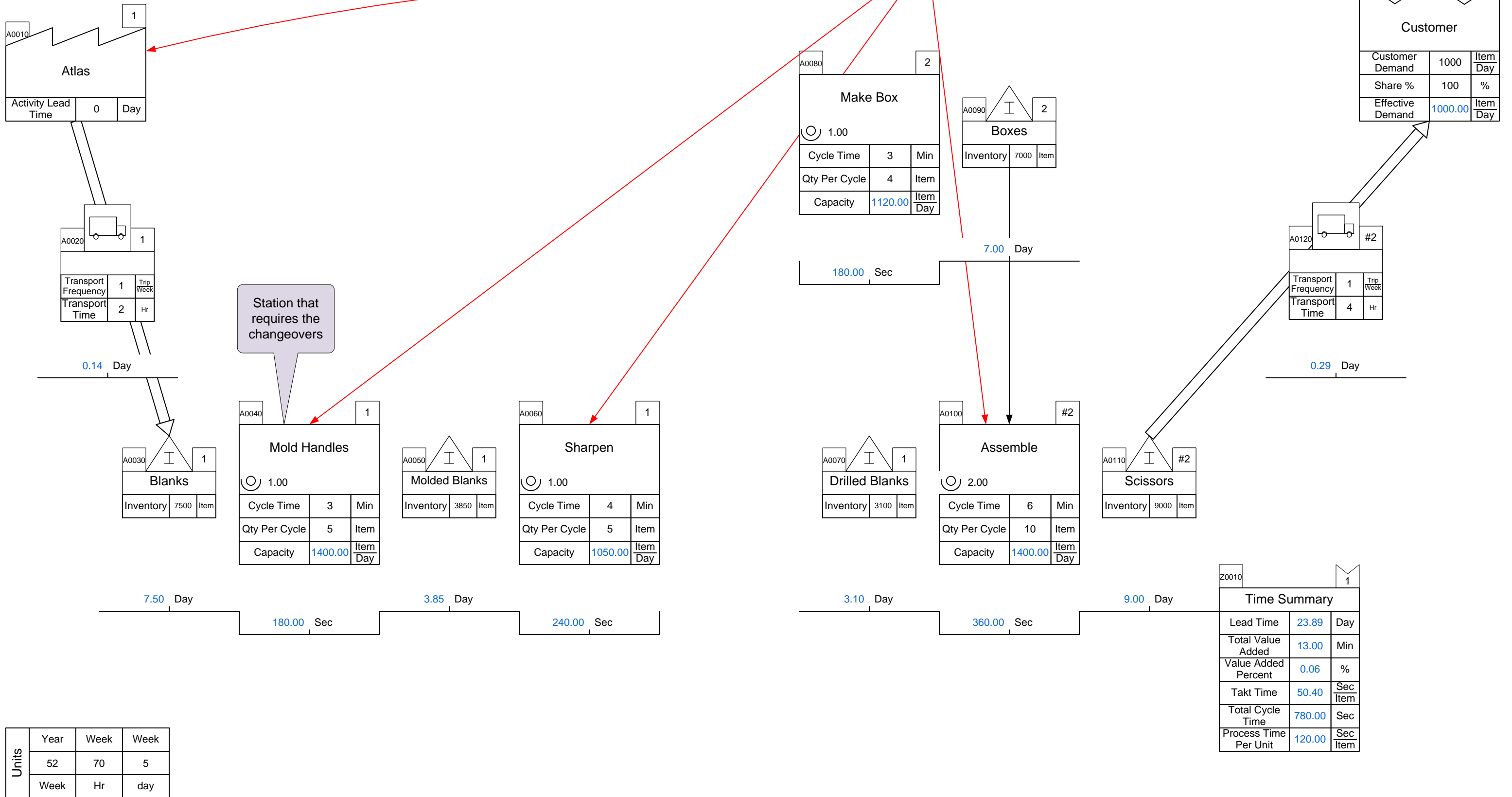
Cycle time per unit has decreased by half

Units	Year	Week	Week
	52	70	5
	Week	Hr	day



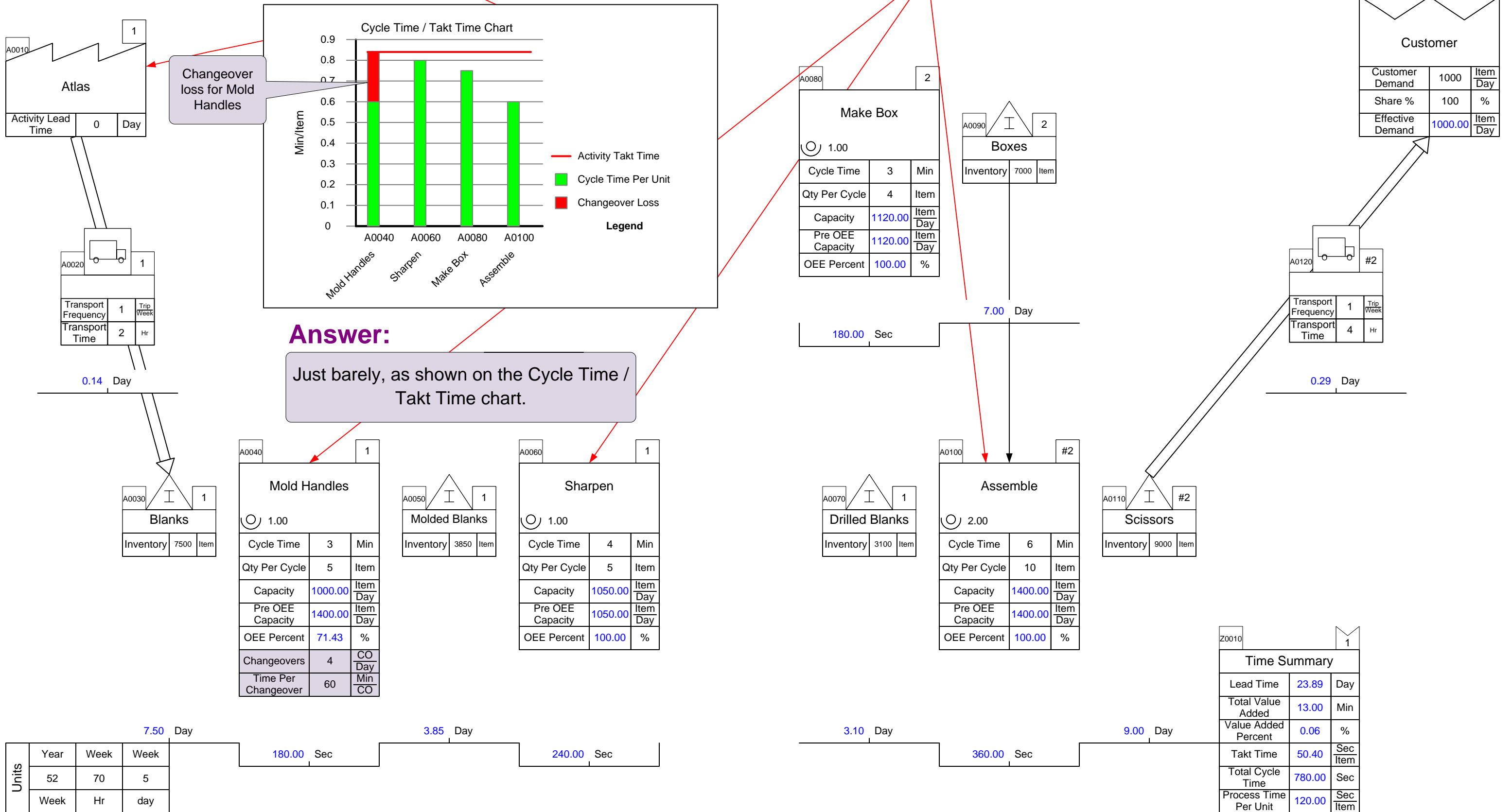
# Manufacturing Problem: Changeover

The product family consists of four sizes of scissors, necessitating changeovers at the Mold Handles activity. Each changeover takes 60 minutes. Is there adequate capacity on the Mold Handles activity to meet demand for each scissor size every day? Weekly



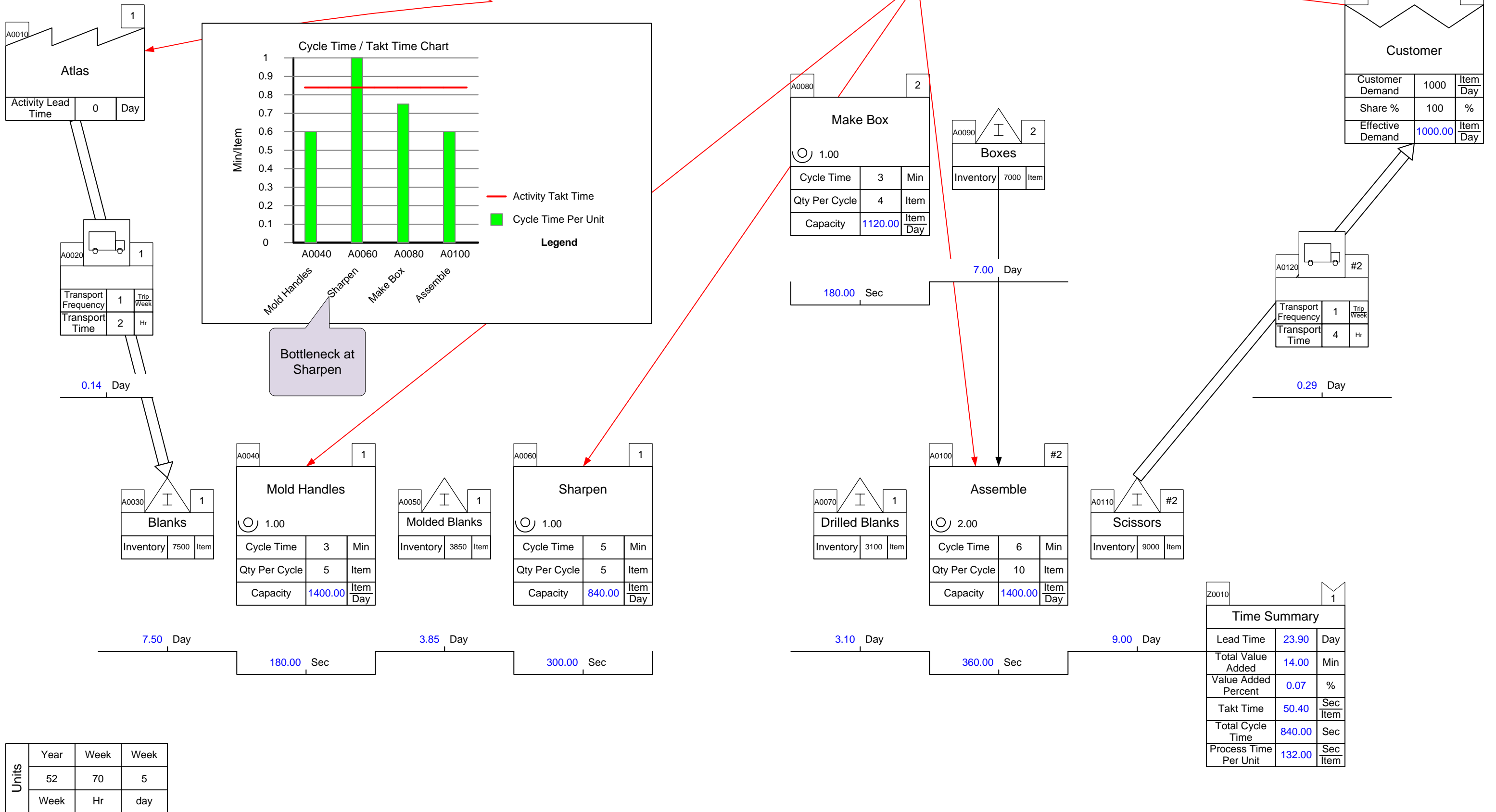
# Manufacturing Solution: Changeover

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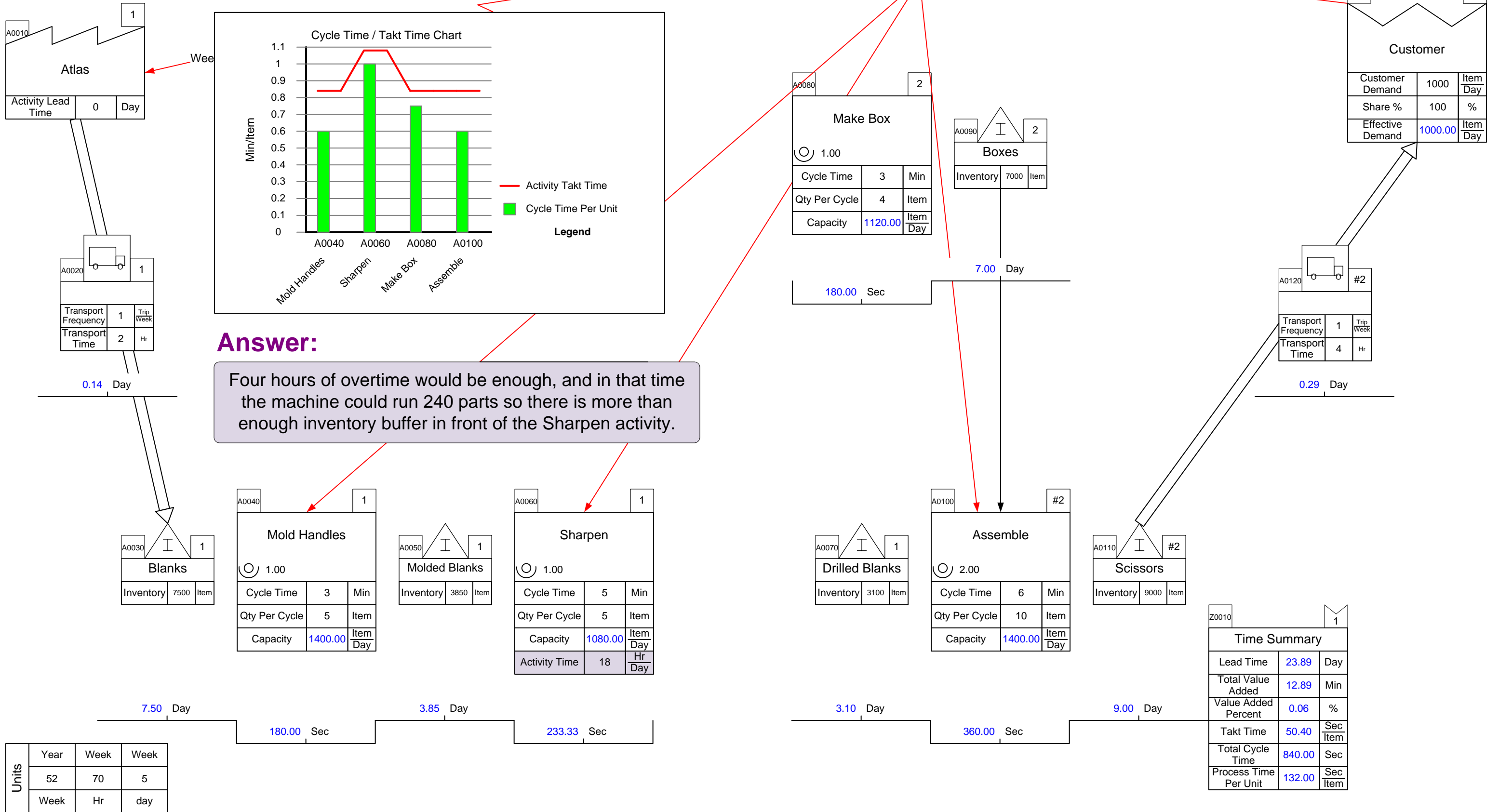
# Manufacturing Problem: Activity Time

**Problem:** It's been decided that overtime will be used to avoid the bottleneck at the Sharpen activity. How many hours of overtime would you recommend authorizing? Is there sufficient inventory buffer in front of sharpening to allow this?



# Manufacturing Solution: Activity Time

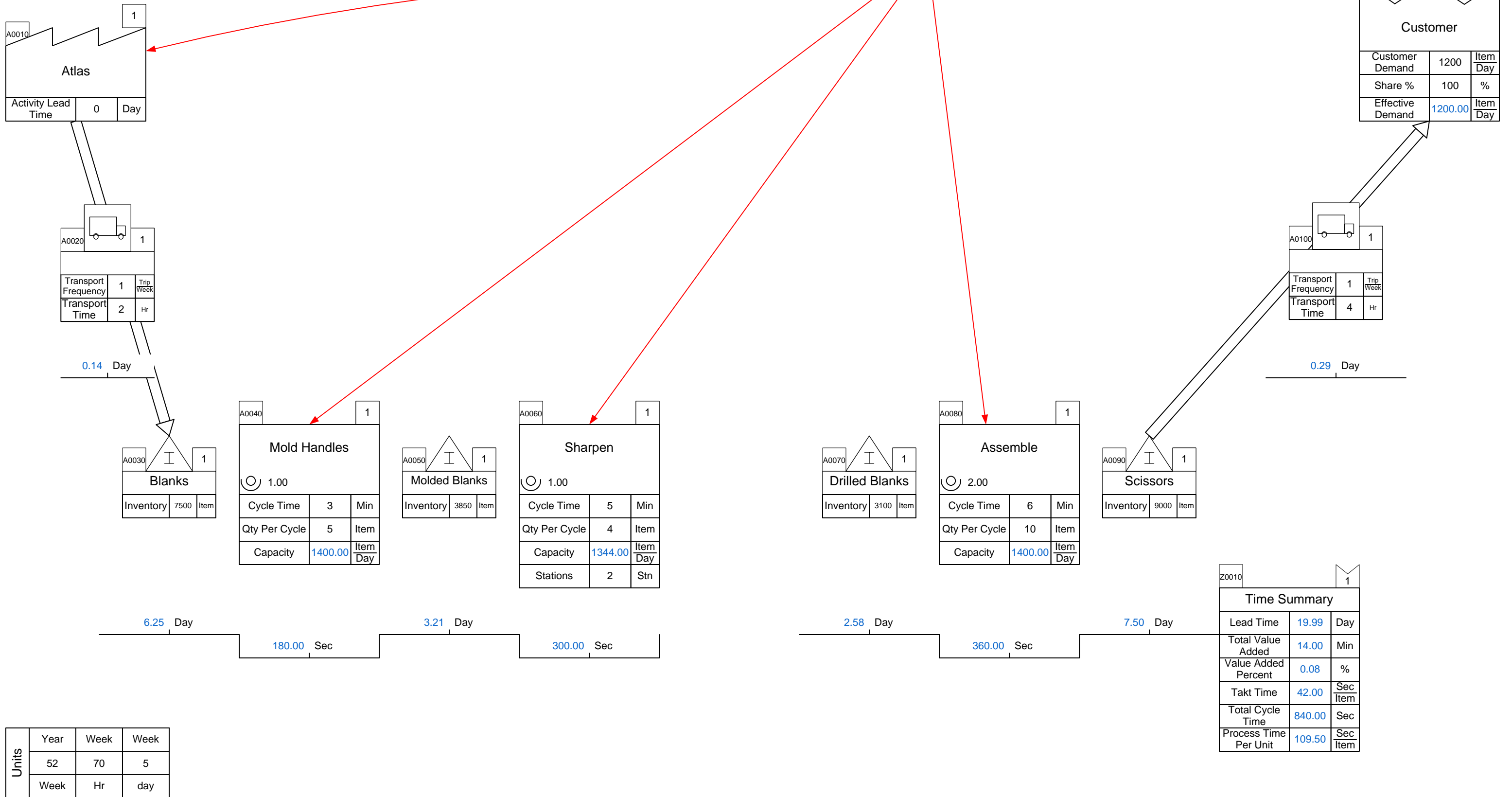
**Problem:** It's been decided that overtime will be used to avoid the bottleneck at the Sharpen activity. How many hours of overtime would you recommend authorizing? Is there sufficient inventory buffer in front of sharpening to allow this?



**Answer:** Four hours of overtime would be enough, and in that time the machine could run 240 parts so there is more than enough inventory buffer in front of the Sharpen activity.

# Manufacturing Problem: Lead Time

**Problem:** A system of more frequent supplier and customer deliveries has been recommended (once daily) with an inventory of two days at raw materials and finished goods, and a max WIP at any position of half a day. How will this improve lead times?

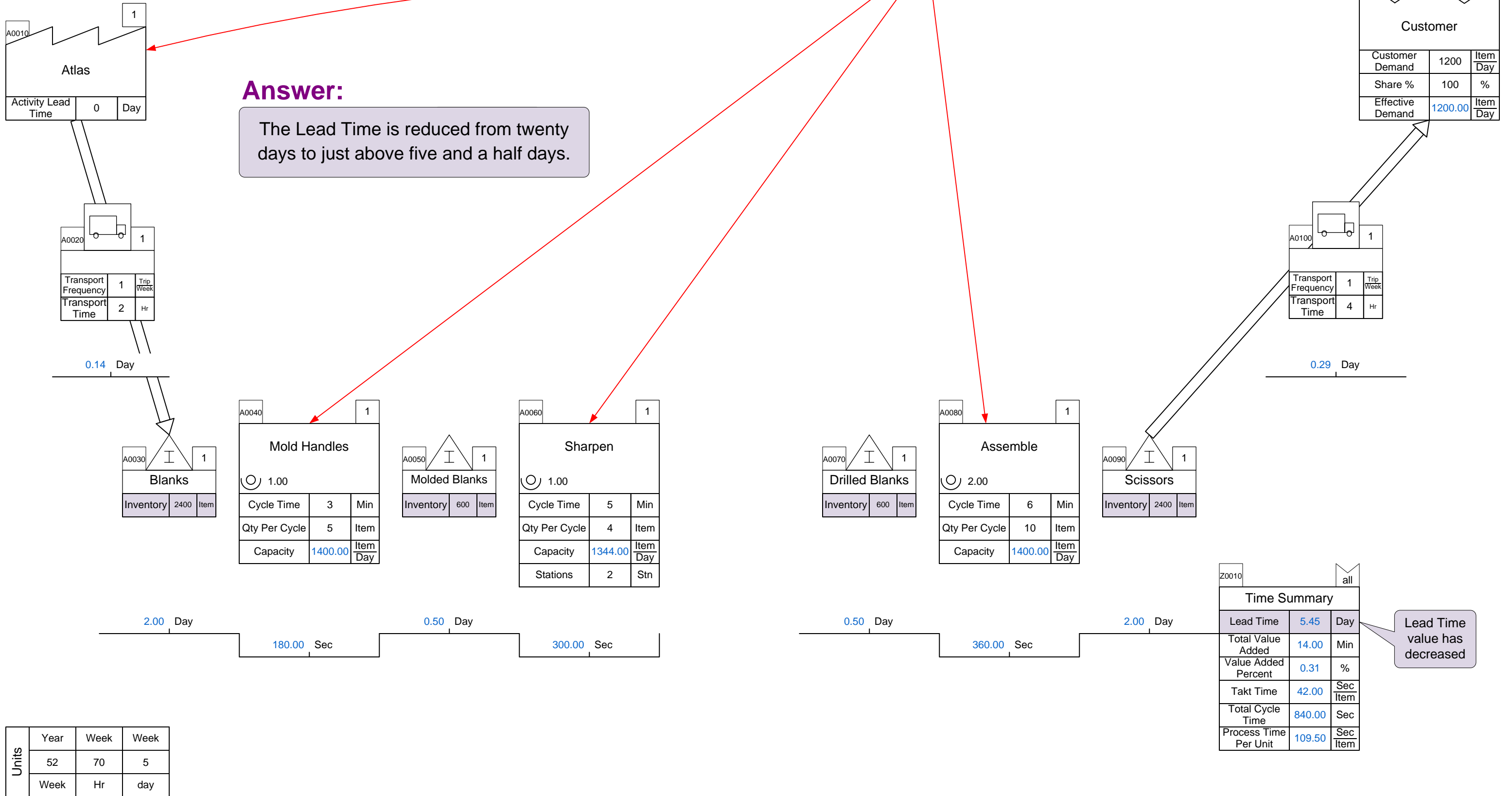


# Manufacturing Solution: Lead Time

**Problem:** A system of more frequent supplier and customer deliveries has been recommended (once daily) with an inventory of two days at raw materials and finished goods, and a max WIP at any position of half a day. How will this improve lead times?

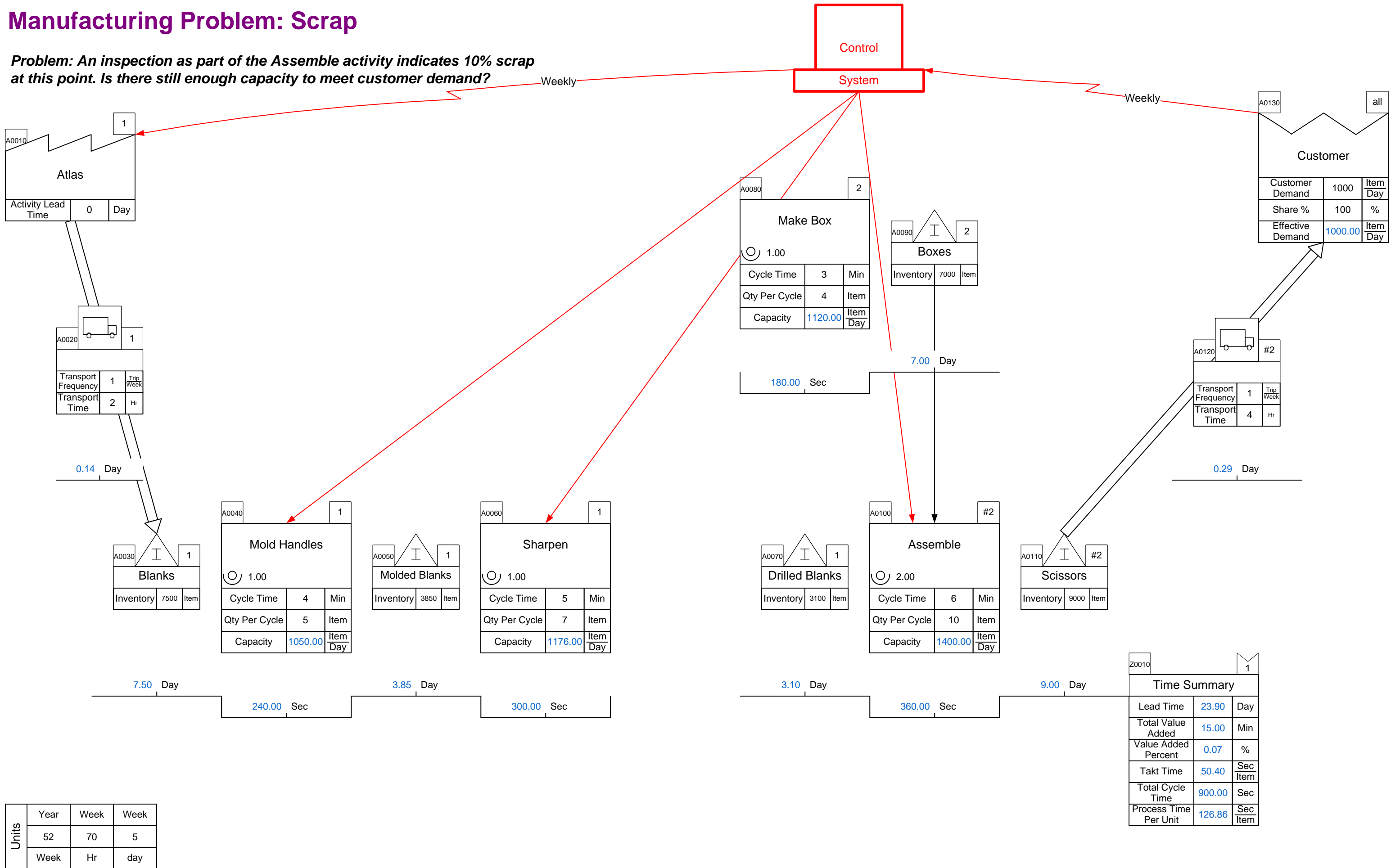
## Answer:

The Lead Time is reduced from twenty days to just above five and a half days.



# Manufacturing Problem: Scrap

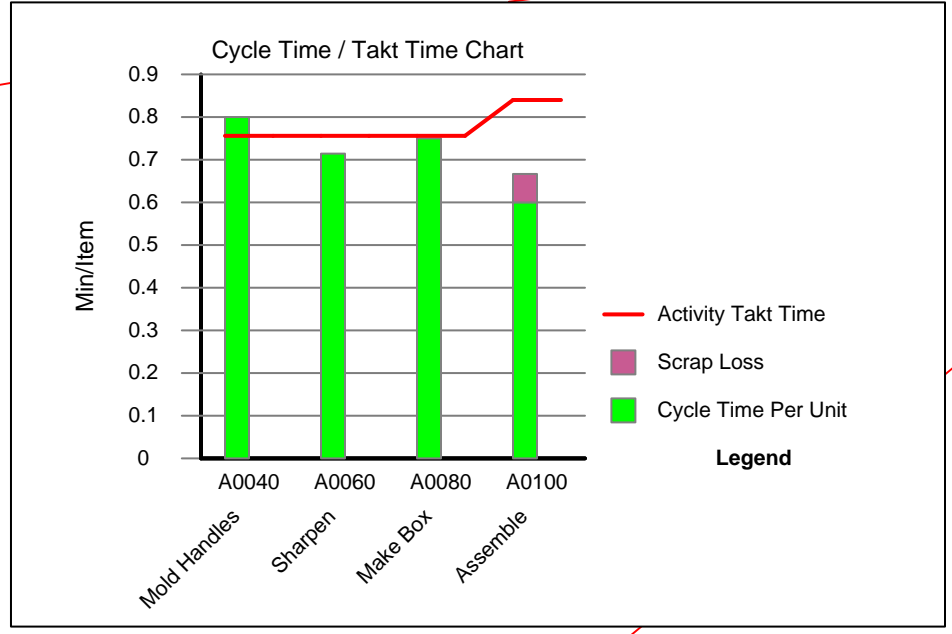
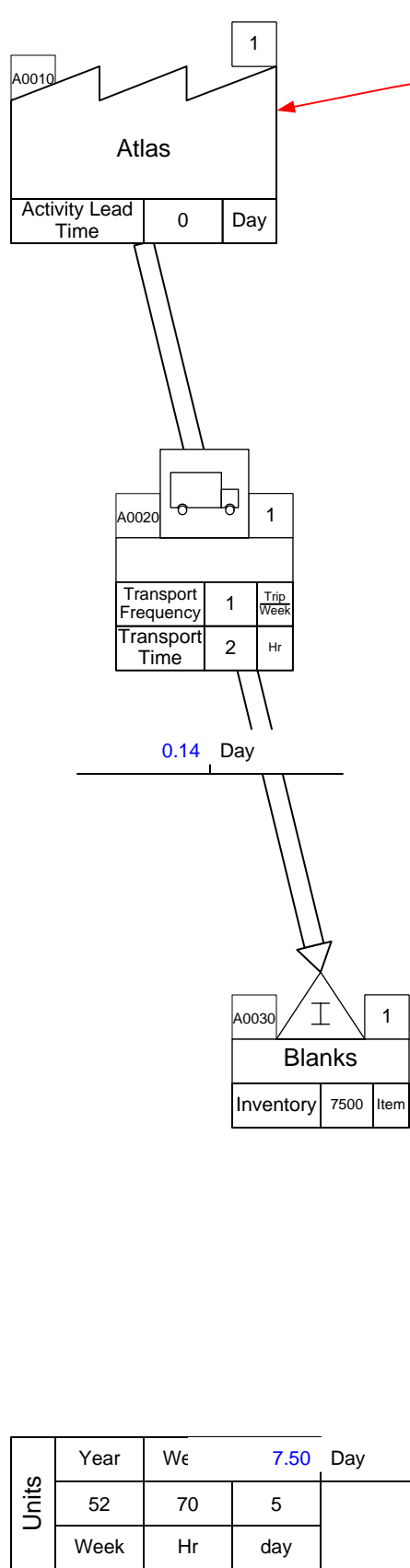
**Problem:** An inspection as part of the Assemble activity indicates 10% scrap at this point. Is there still enough capacity to meet customer demand?



Units	Year	Week	Week
	52	70	5
	Week	Hr	day

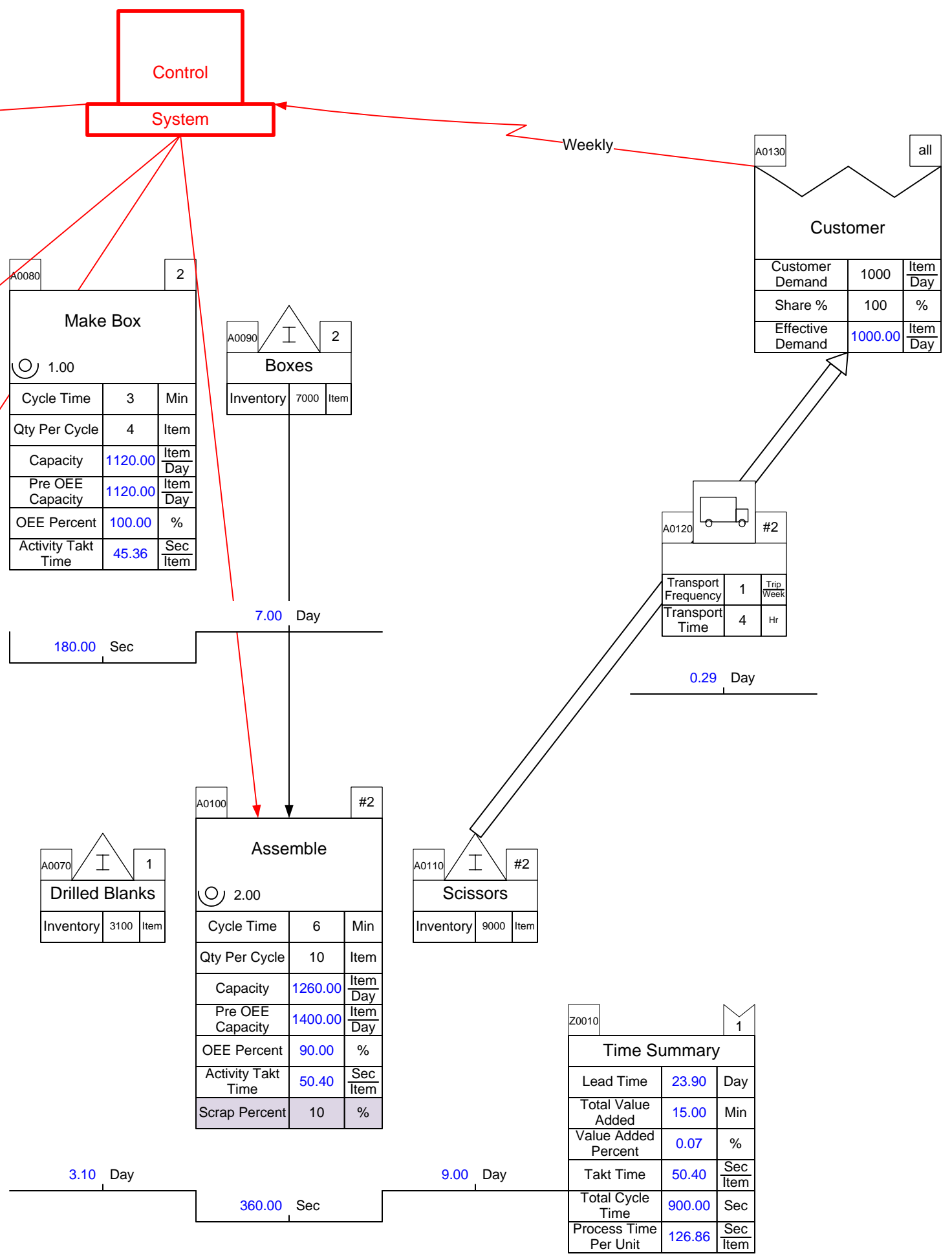
# Manufacturing Solution: Scrap

**Problem:** An inspection as part of the Assemble activity indicates 10% scrap at this point. Is there still enough capacity to meet customer demand?



## Answer:

The Scrap loss at the Mold Handles activity reduces Takt Times upstream such that there is inadequate Capacity.



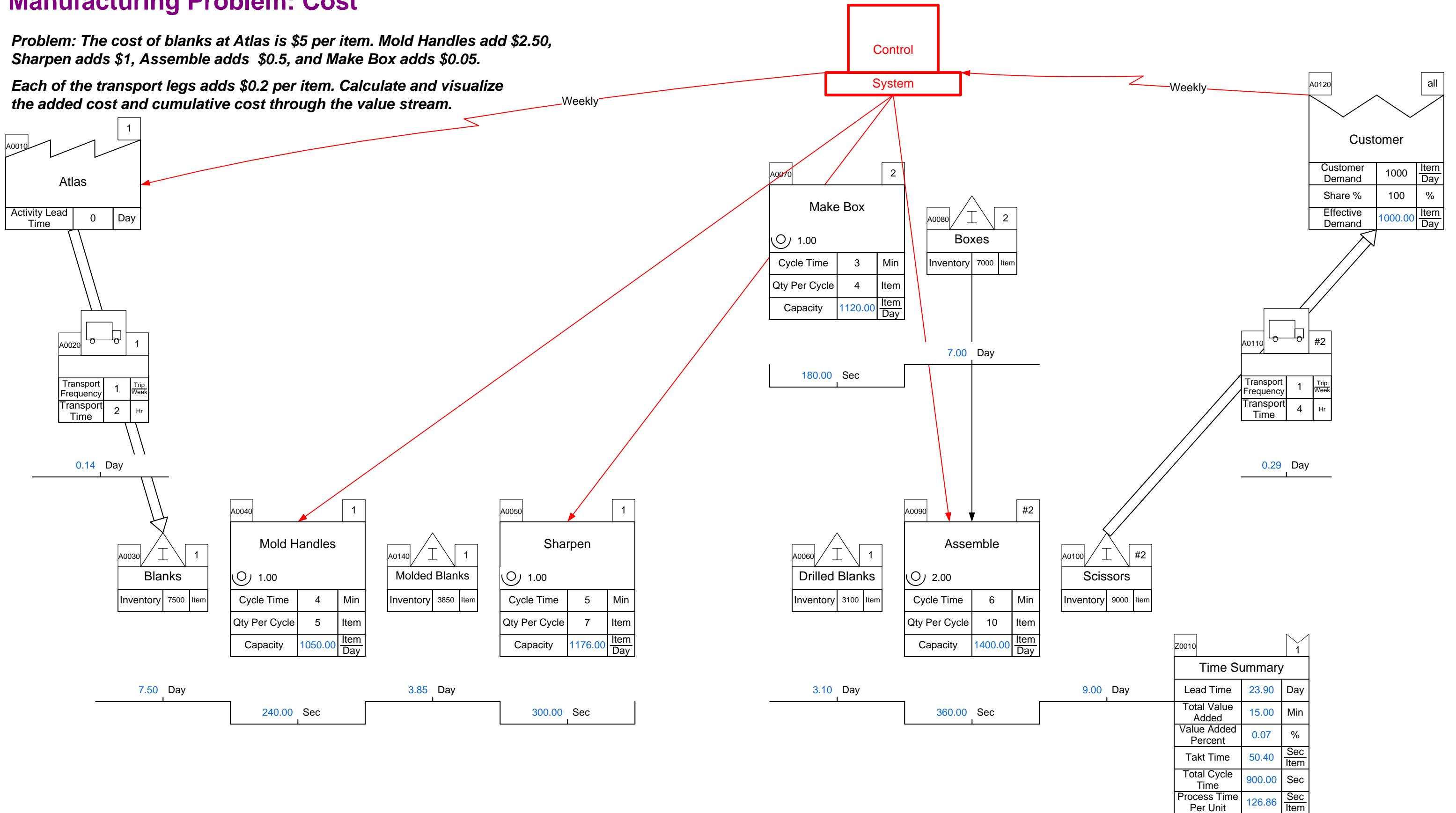
Time Summary		
Lead Time	23.90	Day
Total Value Added	15.00	Min
Value Added Percent	0.07	%
Takt Time	50.40	Sec/Item
Total Cycle Time	900.00	Sec
Process Time Per Unit	126.86	Sec/Item



# Manufacturing Problem: Cost

**Problem:** The cost of blanks at Atlas is \$5 per item. Mold Handles add \$2.50, Sharpen adds \$1, Assemble adds \$0.5, and Make Box adds \$0.05.

Each of the transport legs adds \$0.2 per item. Calculate and visualize the added cost and cumulative cost through the value stream.

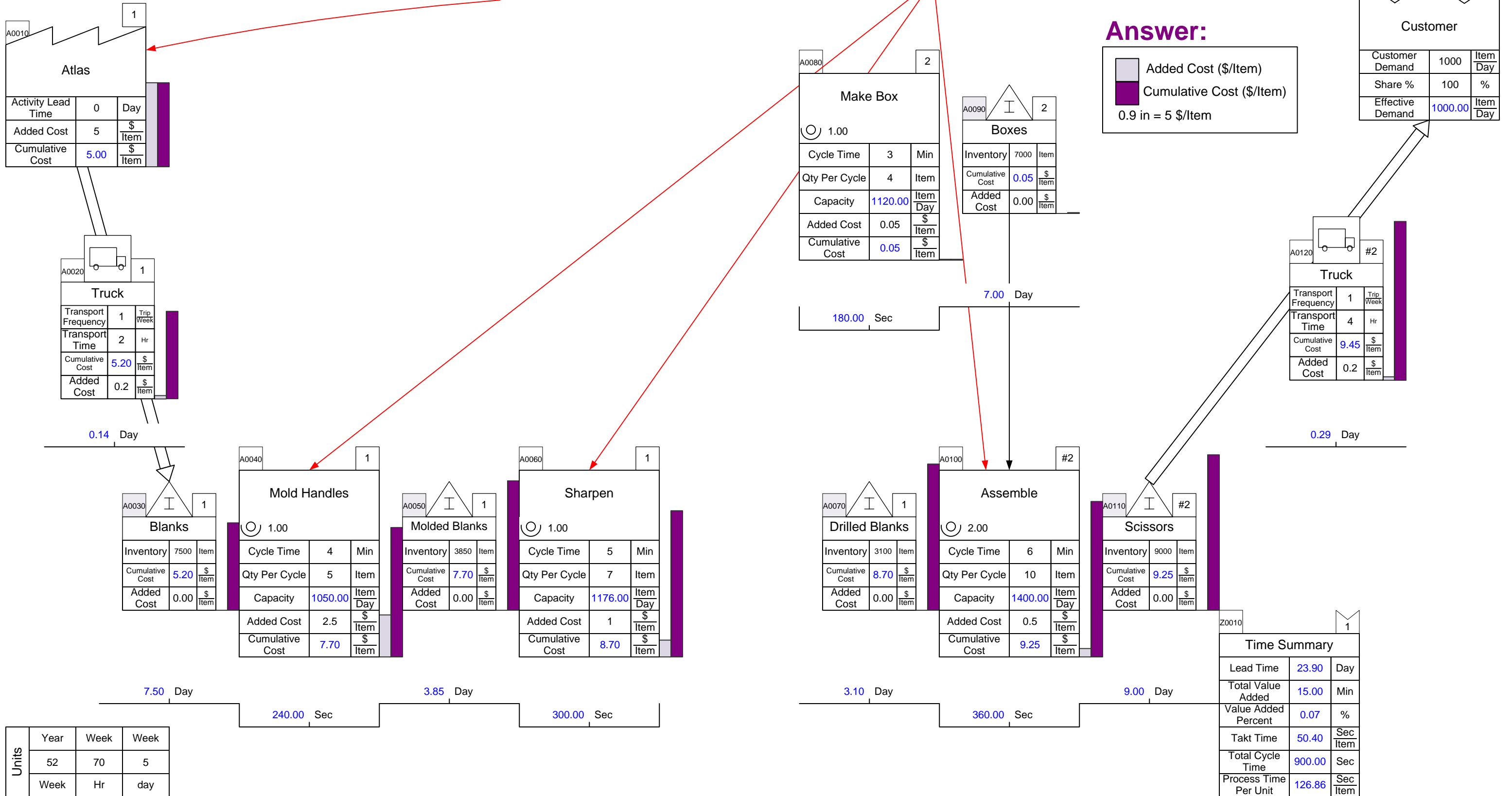


Units	Year	Week	Week
	52	70	5
	Week	Hr	day

# Manufacturing Solution: Cost

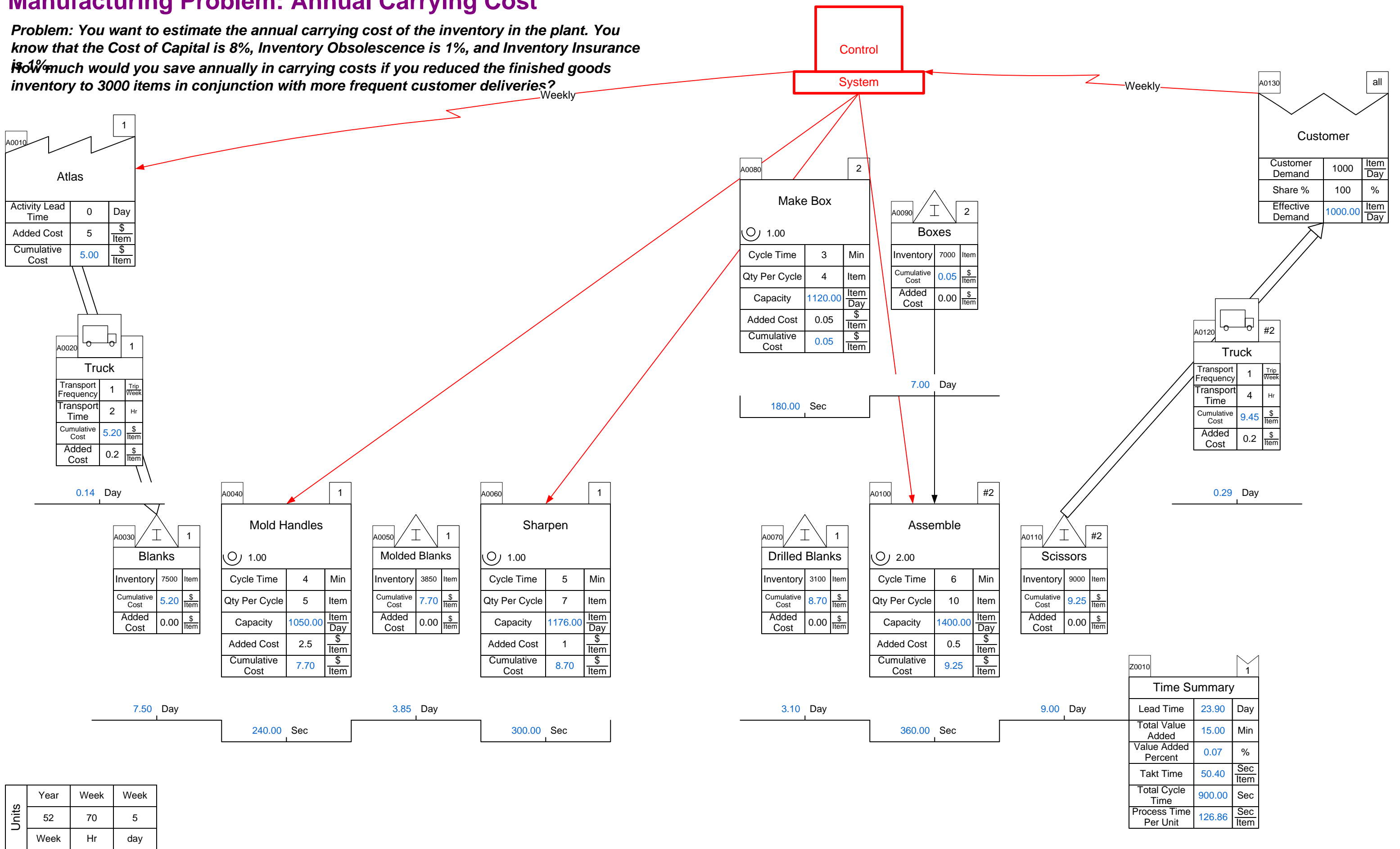
**Problem:** The cost of blanks at Atlas is \$5 per item. Mold Handles add \$2.50, Sharpen adds \$1, Assemble adds \$0.5, and Make Box adds \$0.05.

**Each of the transport legs adds \$0.2 per item. Calculate and visualize the added cost and cumulative cost through the value stream.**



# Manufacturing Problem: Annual Carrying Cost

**Problem:** You want to estimate the annual carrying cost of the inventory in the plant. You know that the Cost of Capital is 8%, Inventory Obsolescence is 1%, and Inventory Insurance is 1%. How much would you save annually in carrying costs if you reduced the finished goods inventory to 3000 items in conjunction with more frequent customer deliveries?



Units	Year	Week	Week
	52	70	5
	Week	Hr	day

# Manufacturing Solution: Annual Carrying Cost

**Problem:** You want to estimate the annual carrying cost of the inventory in the plant. You know that the Cost of Capital is 8%, Inventory Obsolescence is 1%, and Inventory Insurance is 1%. How much would you save annually in carrying costs if you reduced the finished goods inventory to 3000 items in conjunction with more frequent customer deliveries?

**Answer:**

The current state annual inventory carry cost is 17.92 K\$.

A0010 Atlas 1

Activity Lead Time	0	Day
Added Cost	5	\$/Item
Cumulative Cost	5.00	\$/Item

A0020 Truck 1

Transport Frequency	1	Trip/Week
Transport Time	2	Hr
Cumulative Cost	5.20	\$/Item
Added Cost	0.2	\$/Item

A0030 Blanks 1

Inventory	7500	Item
Cumulative Cost	5.20	\$/Item
Added Cost	0.00	\$/Item

A0040 Mold Handles 1

Cycle Time	4	Min
Qty Per Cycle	5	Item
Capacity	1050.00	Item/Day
Added Cost	2.5	\$/Item
Cumulative Cost	7.70	\$/Item

A0050 Molded Blanks 1

Inventory	3850	Item
Cumulative Cost	7.70	\$/Item
Added Cost	0.00	\$/Item

A0060 Sharpen 1

Cycle Time	5	Min
Qty Per Cycle	7	Item
Capacity	1176.00	Item/Day
Added Cost	1	\$/Item
Cumulative Cost	8.70	\$/Item

A0070 Drilled Blanks 1

Inventory	3100	Item
Cumulative Cost	8.70	\$/Item
Added Cost	0.00	\$/Item

A0100 Assemble #2

Cycle Time	6	Min
Qty Per Cycle	10	Item
Capacity	1400.00	Item/Day
Added Cost	0.5	\$/Item
Cumulative Cost	9.25	\$/Item

A0110 Scissors #2

Inventory	9000	Item
Cumulative Cost	9.25	\$/Item
Added Cost	0.00	\$/Item

Z0011 Inventory Carry Cost Factors as % of Inventory Value

Total Carrying Costs	10.00	%
Cost Of Capital	8	%
Inventory Damages	0	%
Insurance On Inventory	1	%
Inventory Obsolescence	1	%
Inventory Shrinkage	0	%

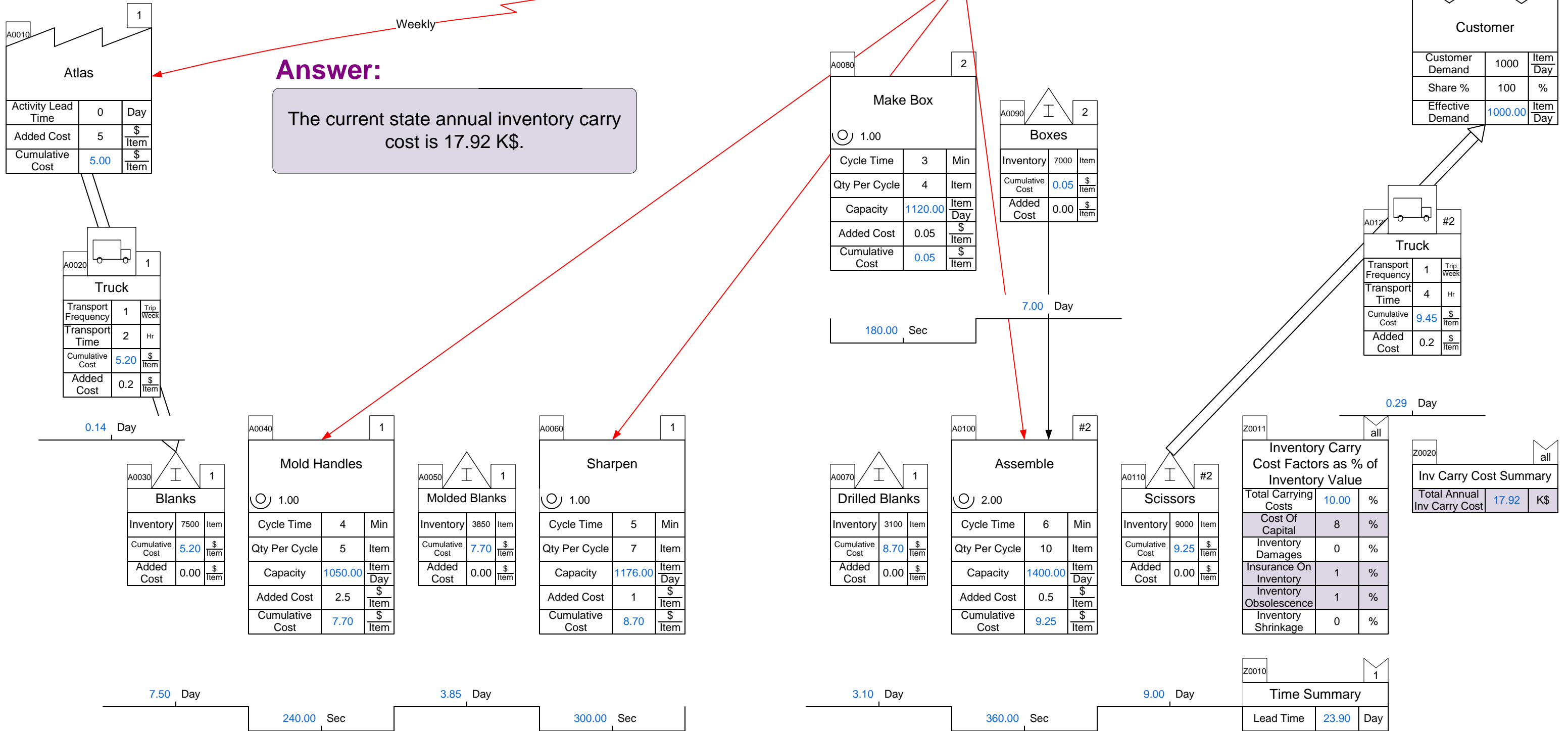
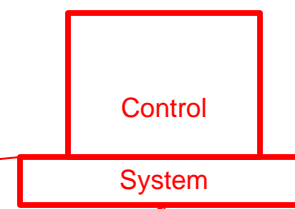
Z0020 Inv Carry Cost Summary

Total Annual Inv Carry Cost	17.92	K\$
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Z0010 Time Summary 1

Lead Time	23.90	Day
Total Value Added	15.00	Min
Value Added Percent	0.07	%
Takt Time	50.40	Sec/Item
Total Cycle Time	900.00	Sec
Process Time Per Unit	126.86	Sec/Item

Units	Year	Week	Week
	52	70	5
	Week	Hr	day



# Manufacturing Solution: Annual Carrying Cost

**Problem:** You want to estimate the annual carrying cost of the inventory in the plant. You know that the Cost of Capital is 8%, Inventory Obsolescence is 1%, and Inventory Insurance is 1%. How much would you save annually in carrying costs if you reduced the finished goods inventory to 3000 items in conjunction with more frequent customer deliveries?

## Answer:

The future state annual inventory carry cost is 12.37 K\$, so the annual cost difference is a 5.55 K\$ savings.

A0010

Atlas		
Activity Lead Time	0	Day
Added Cost	5	\$/Item
Cumulative Cost	5.00	\$/Item

A0020

Truck		
Transport Frequency	1	Trip/Week
Transport Time	2	Hr
Cumulative Cost	5.20	\$/Item
Added Cost	0.2	\$/Item

A0030

Blanks		
Inventory	7500	Item
Cumulative Cost	5.20	\$/Item
Added Cost	0.00	\$/Item

A0040

Mold Handles		
Cycle Time	4	Min
Qty Per Cycle	5	Item
Capacity	1050.00	Item/Day
Added Cost	2.5	\$/Item
Cumulative Cost	7.70	\$/Item

A0050

Molded Blanks		
Inventory	3850	Item
Cumulative Cost	7.70	\$/Item
Added Cost	0.00	\$/Item

A0060

Sharpen		
Cycle Time	5	Min
Qty Per Cycle	7	Item
Capacity	1176.00	Item/Day
Added Cost	1	\$/Item
Cumulative Cost	8.70	\$/Item

A0070

Drilled Blanks		
Inventory	3100	Item
Cumulative Cost	8.70	\$/Item
Added Cost	0.00	\$/Item

A0100

Assemble		
Cycle Time	6	Min
Qty Per Cycle	10	Item
Capacity	1400.00	Item/Day
Added Cost	0.5	\$/Item
Cumulative Cost	9.25	\$/Item

A0110

Scissors		
Inventory	3000	Item
Cumulative Cost	9.25	\$/Item
Added Cost	0.00	\$/Item

Z0011

Inventory Carry Cost Factors as % of Inventory Value		
Total Carrying Costs	10.00	%
Cost Of Capital	8	%
Inventory Damages	0	%
Insurance On Inventory	1	%
Inventory Obsolescence	1	%
Inventory Shrinkage	0	%

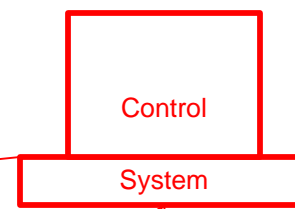
Z0020

Inv Carry Cost Summary		
Total Annual Inv Carry Cost	12.37	K\$

Z0010

Time Summary		
Lead Time	17.90	Day
Total Value Added	15.00	Min
Value Added Percent	0.10	%
Takt Time	50.40	Sec/Item
Total Cycle Time	900.00	Sec
Process Time Per Unit	126.86	Sec/Item

Units	Year	Week	Week
	52	70	5
	Week	Hr	day



A0080

Make Box		
Cycle Time	3	Min
Qty Per Cycle	4	Item
Capacity	1120.00	Item/Day
Added Cost	0.05	\$/Item
Cumulative Cost	0.05	\$/Item

A0090

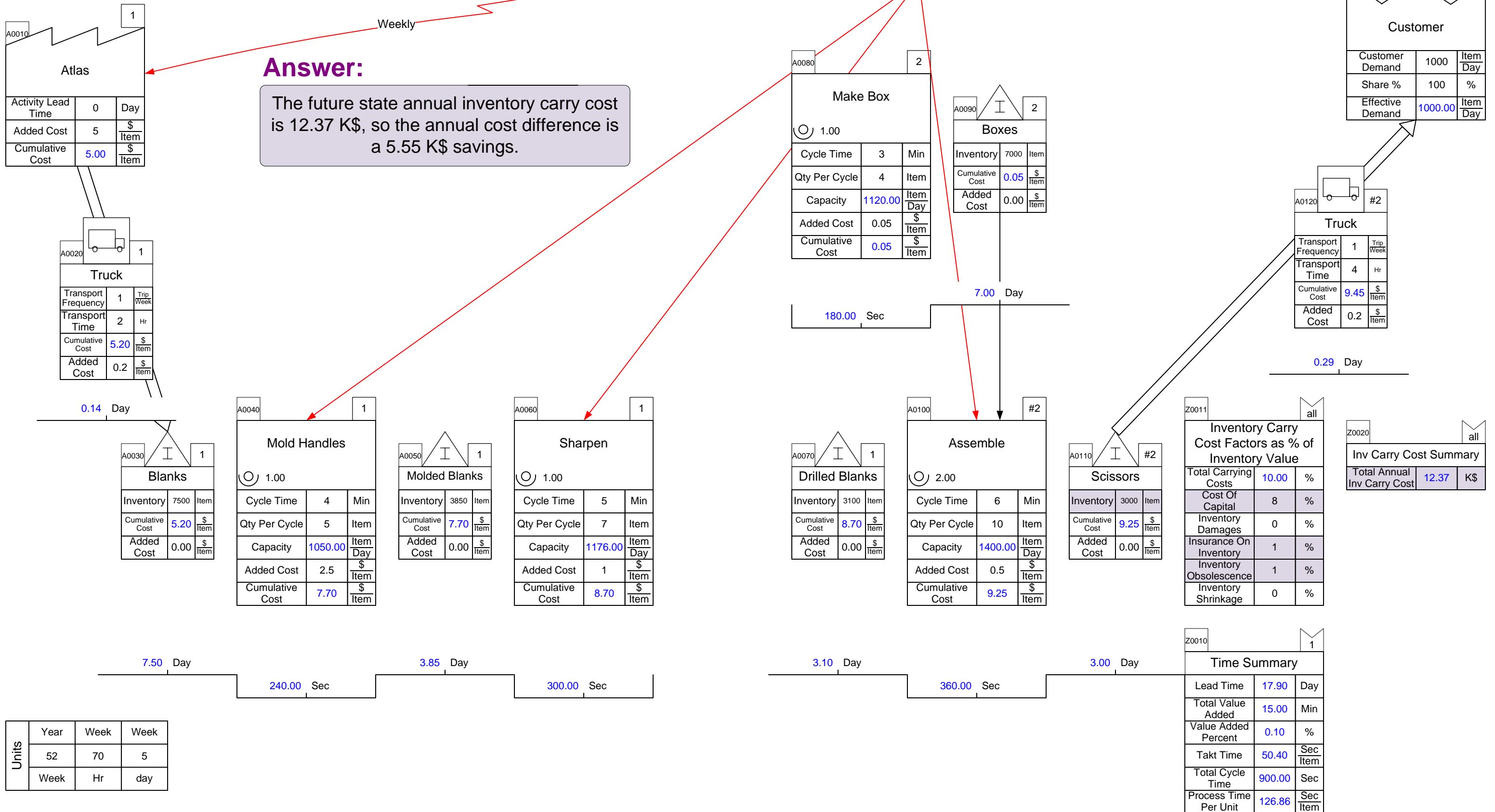
Boxes		
Inventory	7000	Item
Cumulative Cost	0.05	\$/Item
Added Cost	0.00	\$/Item

A0120

Truck		
Transport Frequency	1	Trip/Week
Transport Time	4	Hr
Cumulative Cost	9.45	\$/Item
Added Cost	0.2	\$/Item

A0130

Customer		
Customer Demand	1000	Item/Day
Share %	100	%
Effective Demand	1000.00	Item/Day



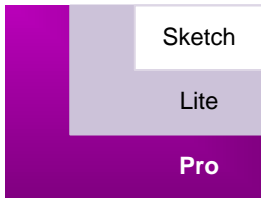
# Quick Manufacturing Stencil



Quick Manufacturing is one of eVSM's Quick Stencils and supports plant level mapping of discrete parts and assemblies in industries like automotive, electro-mechanical, and medical equipment. It provides *easy*, *fast*, and *focused* mapping as shown below:



Quick Manufacturing is actually a compatible set of 3 stencils as shown below.



- Sketch:** Simple sketch shapes, no data blocks
- Lite:** + data blocks + equations + charts ideal for most maps
- Pro:** + cost, space, energy concepts that increase map leverage.

Quick stencils are popular because of their capability and also because of the excellent deployment materials available. These include example maps, publications, and learning options.



4x mapping speed and quantified improvements with a well designed set of icons, variables, macro shapes, equations, and charts.



Standard Variables



Design Macro Shapes



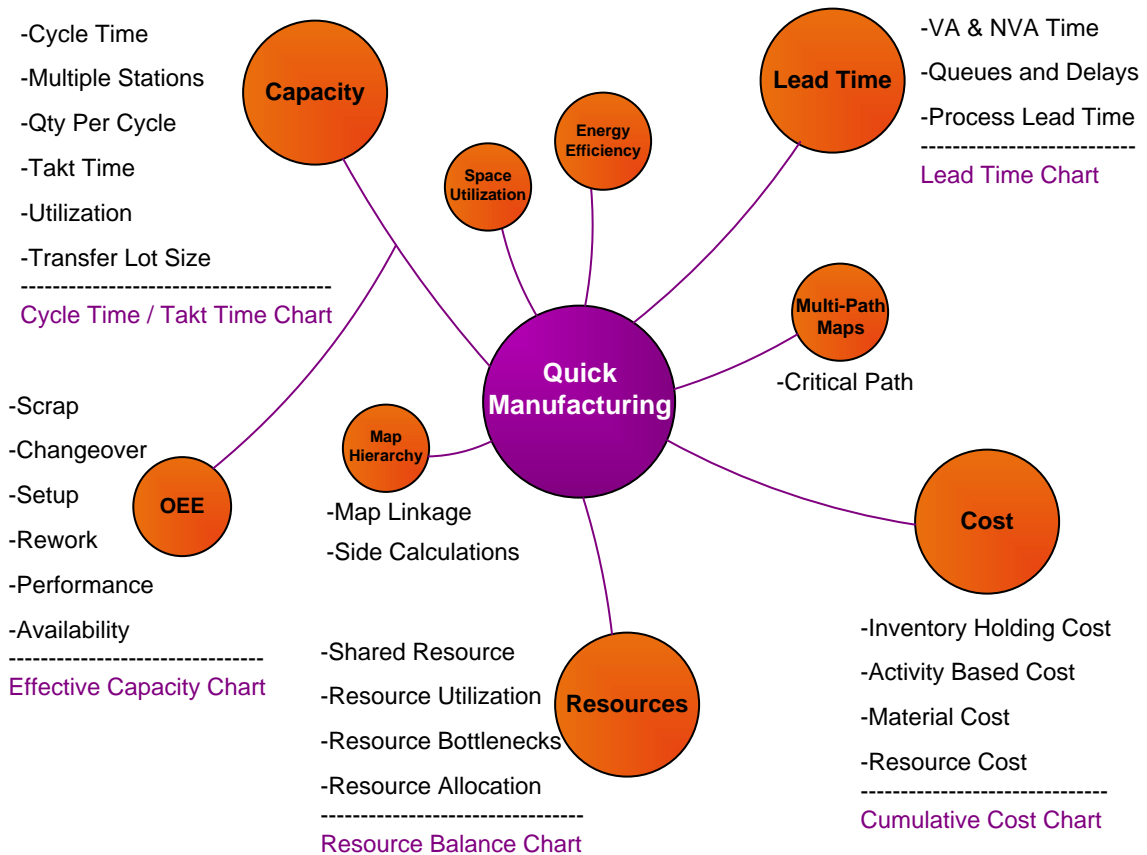
Built-in Equations



Built-in Charts



The technical concepts addressed by the Quick Manufacturing stencil are shown below.



An example map drawn in Quick Mfg is shown overleaf.

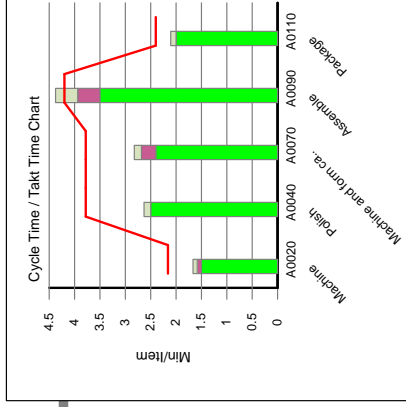
### OEE Measures

Activities comprehend OEE, downtime, scrap, etc

Time Summary		Day		Min	
Lead Time	10.85				
Total Value Added	20.75				
Value Added Percent	0.23				
Takt Time	4.20				
Total Cycle Time	17.00				

Machine and form caliper springs		Hr		Roll	
Cycle Time	4				
Qty Per Cycle	1				
Capacity	297.50				
Pre OEE Capacity	350.00				
OEE Percent	85.00				
Added Cost	0.25				
Cumulative Cost	6.94				
Stations	2				
Scrap Percent	10				
OEE Input Percent	85				

Springs		Set	
Inventory	150		
Cumulative Cost	6.94		
Added Cost	0.00		



### Multi-Lane Maps

Filter charts and summaries by path numbers to handle multi-lane maps

### Demand by Customer

Record demand for one or more customers

Customer		Sst/Week		%	
Customer Demand	1000				
Share %	100				
Effective Demand	1000.00				

Boxes		Item	
Inventory	1000		
Cumulative Cost	67.05		
Added Cost	0.00		

### Wall Map Capture

Capture wall maps easily and quickly using the Sketcher components

### Kaizen

Kaizen bursts can be applied, detailed and prioritized towards a future state value stream

### Activity Based Cost

Support for cumulative cost calculation

Casting Sets		Set	
Inventory	1000		
Cumulative Cost	37.00		
Added Cost	0.00		

Excessive capital tied up in raw materials inventory

Machined Sets		Set	
Inventory	50		
Cumulative Cost	40.00		
Added Cost	0.00		

Polish		Min		Item	
Cycle Time	5				
Qty Per Cycle	1				
Capacity	315.00				
Pre OEE Capacity	335.00				
OEE Percent	95.00				
Added Cost	2				
Cumulative Cost	43.67				
Stations	2				
OEE Input Percent	95				

Polished Sets		Set	
Inventory	100		
Cumulative Cost	43.67		
Added Cost	0.00		

Assemble		Min		Item	
Cycle Time	7				
Qty Per Cycle	1				
Capacity	192.00				
Pre OEE Capacity	240.00				
OEE Percent	80.00				
Added Cost	3				
Cumulative Cost	66.05				
Stations	2				
Scrap Percent	10				
OEE Input Percent	80				

Assemble process is a bottleneck because of low OEE and high scrap

Package		Min		Item	
Cycle Time	2				
Qty Per Cycle	1				
Capacity	228.00				
Pre OEE Capacity	240.00				
OEE Percent	95.00				
Added Cost	1				
Cumulative Cost	67.05				
Activity Time	8				
OEE Input Percent	95				

Boxes		Item	
Inventory	1000		
Cumulative Cost	67.05		
Added Cost	0.00		

### Shared Resources

Shared activities can be modeled by adjusting demand or available time

### Lean Metrics

Calculates Lead Time, Takt Time, & VA Times

5.00 Day

210.00 Sec

0.08 Day

420.00 Sec

0.50 Day

300.00 Sec

0.25 Day

315.00 Sec

5.00 Day

### Timeline

Automatically build and calculate the timeline

### Charts

Automatically plot Capacity and Lead Time charts