

AdventureWorks

PRODUCTION EFFICIENCY

Production Yield

99.7%

Scrapped Ratio

0.3%

On Time Rate

42%

Average Units Produced

66

Good Units Produced

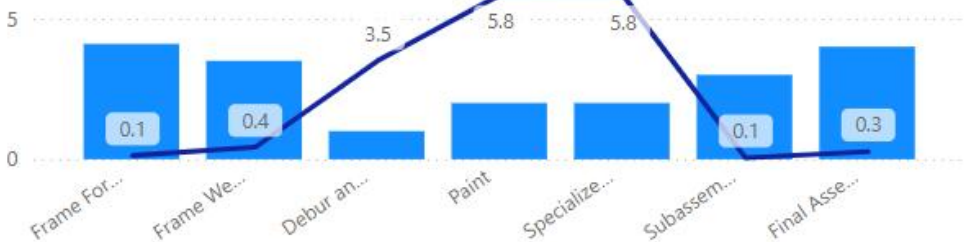
1904K

Throughput (units per hour)

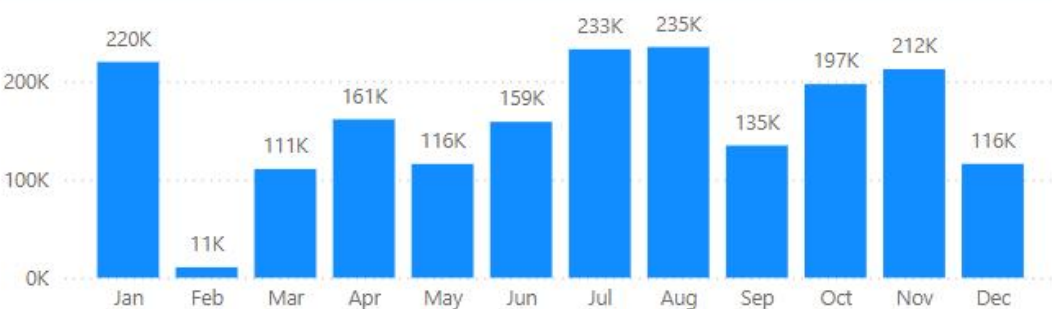
19.65

Cycle Time and Takt Time by Location (hours)

● Cycle Time ● Takt Time

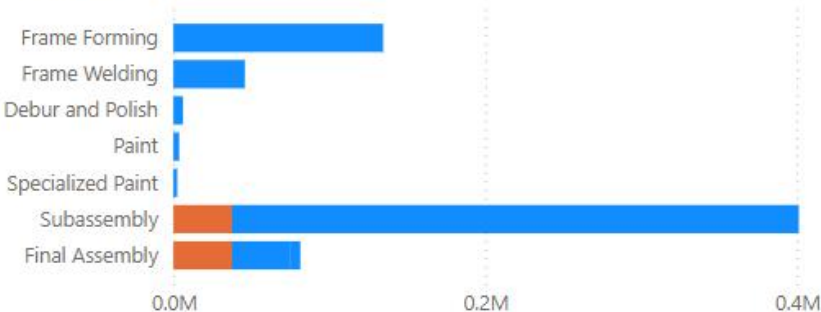


Good Units Produced by Month (units)

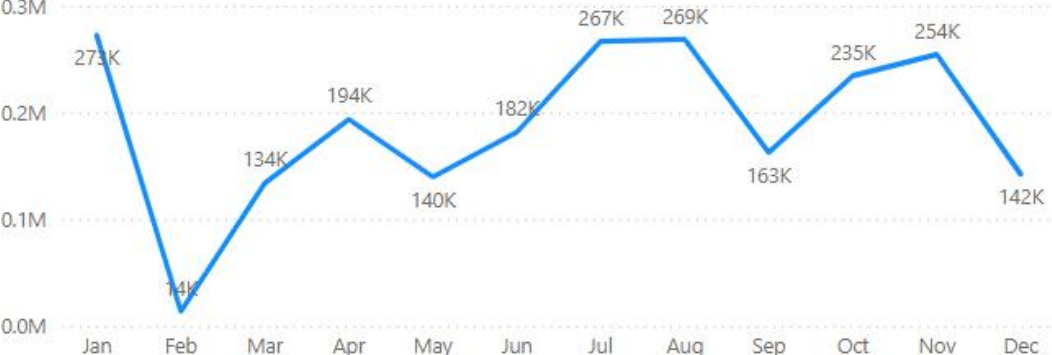


Good Units Produced by Location and Category (units)

Category ● (Blank) ● Bikes ● Components



Production Time by Month (hours)



Production Yield

Scrapped Ratio

On Time Rate

Cycle Time (hours)

Good Units Produced

Average Actual Production Time (days)

99.7%

0.3%

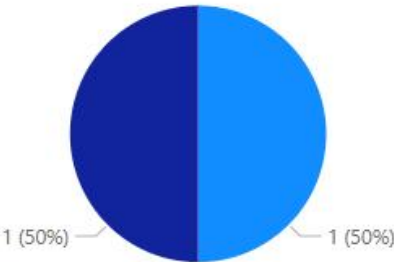
41%

17.6

1757

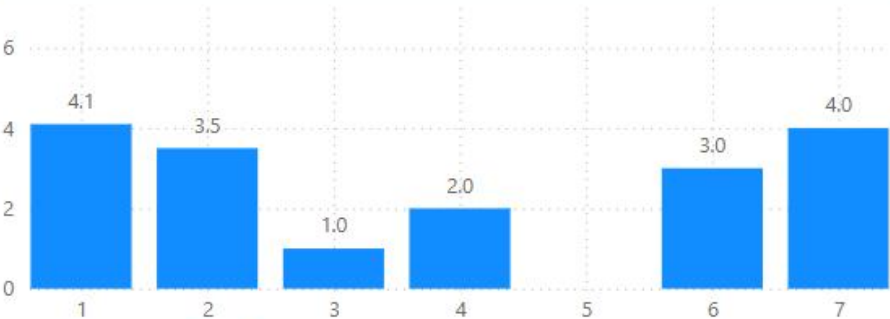
12

Most Common Defects



Name
● Primer process ...
● Trim length too...

Cycle Time of Production by Operation Sequence (hours)



Location

OperationSequence	Name
1	Frame Forming
2	Frame Welding
3	Debur and Polish
4	Paint
6	Subassembly
7	Final Assembly

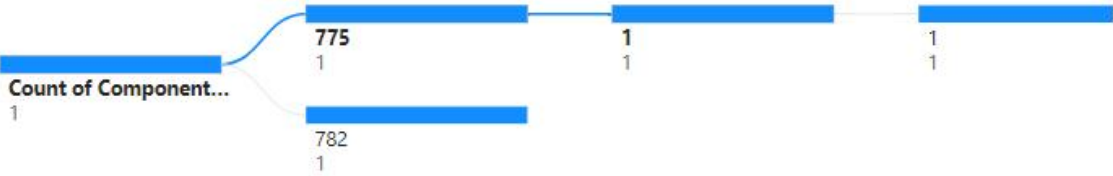
ActualProductionTime VS PlannedProductionTime by WorkOrderID

● Average of Actual Production Time (day) ● Average of Planned Production Time (day)



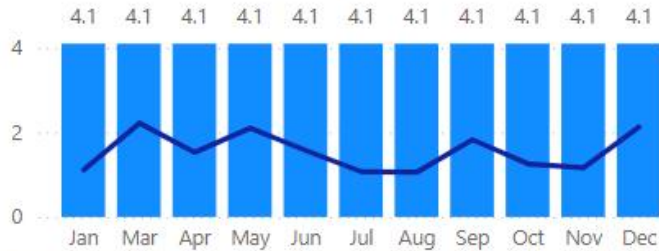
BOM of a Product

ProductAssembl... × BOMLevel × PerAssemblyQty



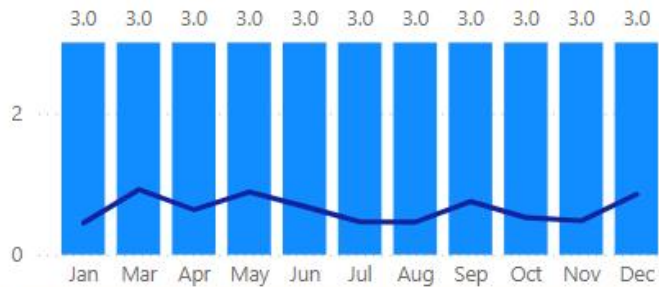
Frame Forming (10)

● Cycle Time ● Takt Time



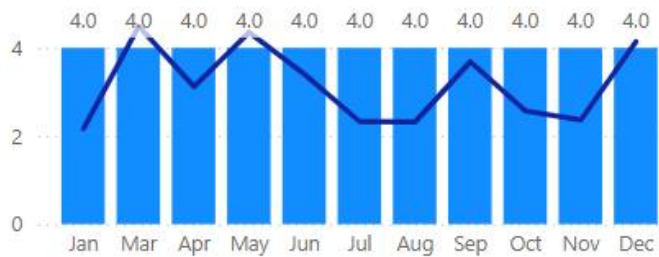
Subassembly (50)

● Cycle Time ● Takt Time



Final Assembly (60)

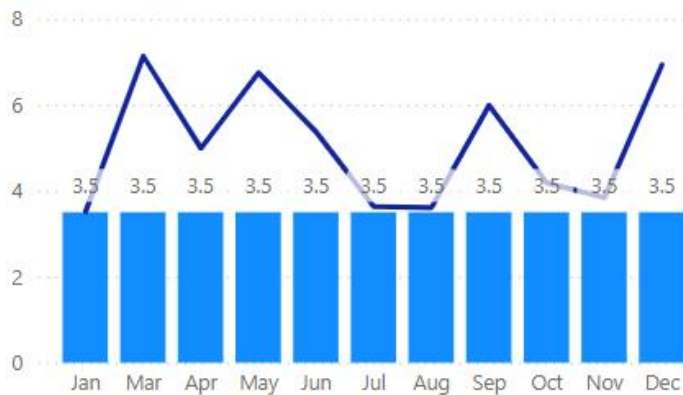
● Cycle Time ● Takt Time



Ability to meet customer needs by location

Frame Welding (20)

● Cycle Time ● Takt Time



Paint (40)

● Cycle Time ● Takt Time



Debur and Polish (30)

● Cycle Time ● Takt Time



Specialized Paint (45)

● Cycle Time ● Takt Time

