Parts Flow, Drawings, Labels, Plans and Papers, Oh My!

The overall flow is from the stack of raw material by the rolling door in the corner of the shop to assembly in the floor areas in the opposite corner.

There is a list of parts to cut by each saw, sorted to cut the largest pieces first. (Cutting the largest pieces first allows us to use the offcuts of the big pieces to make the small pieces.)

In the same order, there are *labels for each\* part.* Labeling parts makes them easier to organize. (\*There may be a label for every single individual part, or just one label for a whole set of identical parts.) The labels include the part number, the material and size, and what machines are needed to prepare it.

Once the part is cut and labeled, bring it to the staging area for that piece. At the staging area, check the list and assembly instructions for whether more preparation is needed – drilling, bandsaw work, sanding, drilling clearance holes.

The predrilling station is where clearance holes are made for the screws that will assemble the part. At the predrilling station, review the drawings carefully – label top and sides if needed, so the sanded side will show when completed. Remember “BOTS PLAY ROUGH” – so for the field perimeter, rough side goes towards the field. Some parts come in two versions that are mirror images of each other. *Check in with Eddie if uncertain!*

Once the pre-drilling is done, move the parts to an assembly area and review the assembly drawings. *Check in with Eddie before you start assembling!*

Assembly: Use glue and screws. Rough side towards the field for perimeter pieces – remember there may be mirror image parts. Okay to use the air nailer to hold things together until they can be screwed, but don’t rely on the nailer to attach parts permanently.

Remove the labels once a piece is assembled.

If the drawings disagree with the labels, typically the drawing is most likely to be correct. *(But if in doubt, check in with Eddie!)*

There’s an extra complete master set of plans and a game manual on this table. Don’t move them!