

Alain Prioul

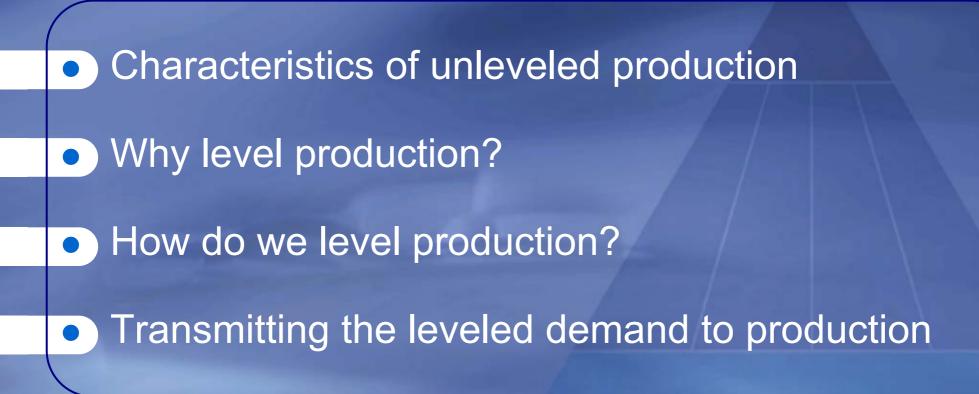
Production Leveling

What is Production Leveling?

Production Leveling is the method by which we reduce as much as possible the variance in production quantity, to optimise the resources needed



Presentation content





Characteristics of Unleveled Production





Equipment is specified to achieve peak demand
Manpower retained to achieve peak deman
Are 30% underutilized 98% of the time
Manpower productivity is not under control



Material flow

Is organized around large batches
High levels of WIP on shopfloor
Frequent stock checking occurs
Regular shortages of raw materials

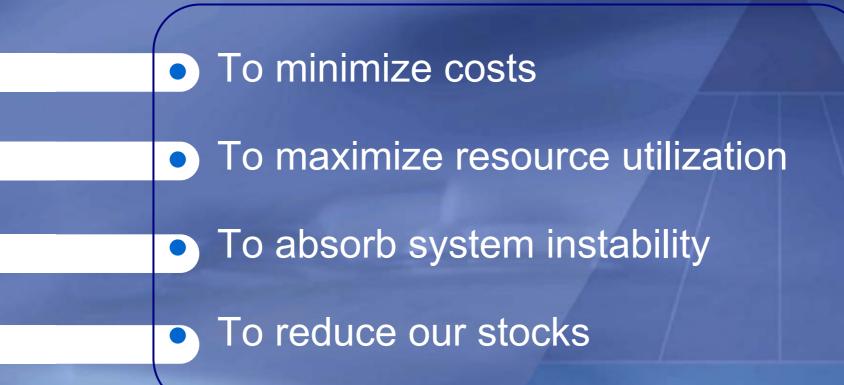


Schedule manipulation

Schedules are regularly changed
Management time is absorbed by changes
Suppliers regularly fail to meet changes



Why level production?





What should we consider when leveling production?

There are four aspects to production leveling

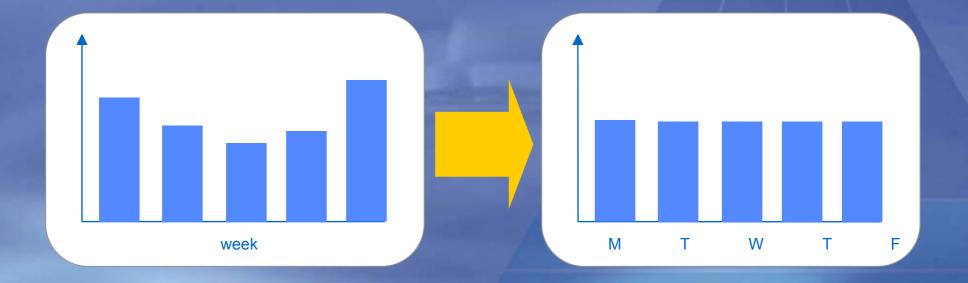
- The leveling of volume
- The leveling of mix
 - The leveling of manpower
 - The introduction of shopstock



Leveling of volume

Total quantity required in period Number of production days in period

Quantity to be produced per day





The leveling of mix – using a monthly schedule

Monthly production schedule



Balls are made in the fourth week of the schedule during the last four days



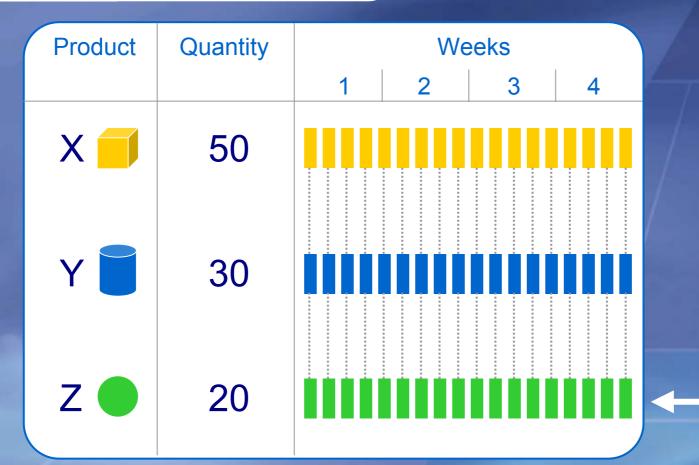
The leveling of mix – converting to a daily demand

Monthly production schedule

| Product | Quantity | Weeks 1 2 3 4 | 20 working days in the month |
|---------|----------|------------------|--|
| X | 1,000 | 50 pieces / day | |
| Y | 600 | 30 pieces / day | We achieve a daily requirement |
| Z 🔴 | 400 | 20 pieces / day | by dividing the quantity by the number of days |

The leveling of mix – using a daily schedule

Daily production schedule



The frequency of making balls has increased by <u>20</u>

The leveling of mix – the rate of production

Daily production schedule

| (| Product | Quantity | Daily | |
|---|---------|----------|----------------------|---|
| | | | 6.00 am noon 2.00 pm | Working time is 480 mins |
| | X | 50 | 1 pc every 9.6 mins | |
| | Y | 30 | 1 pc every 16 mins | 1 product every 4.8 mins from production line |
| | Z | 20 | 1 pc every 24 mins | |
| | | 100 | | |

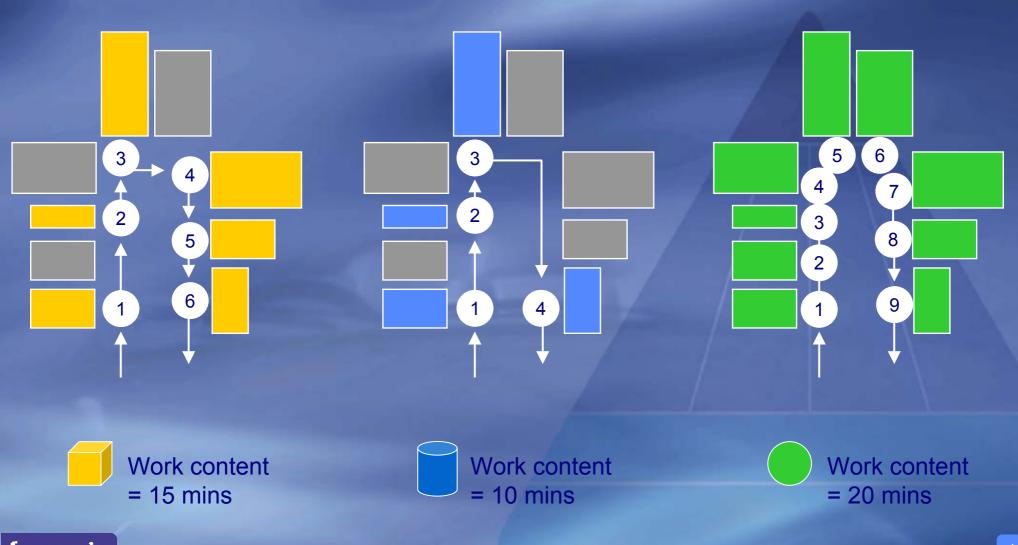
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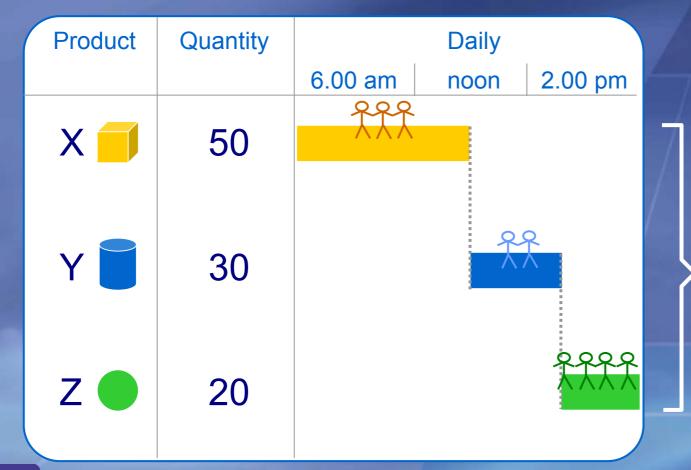


The leveling of manpower – work content



The leveling of manpower

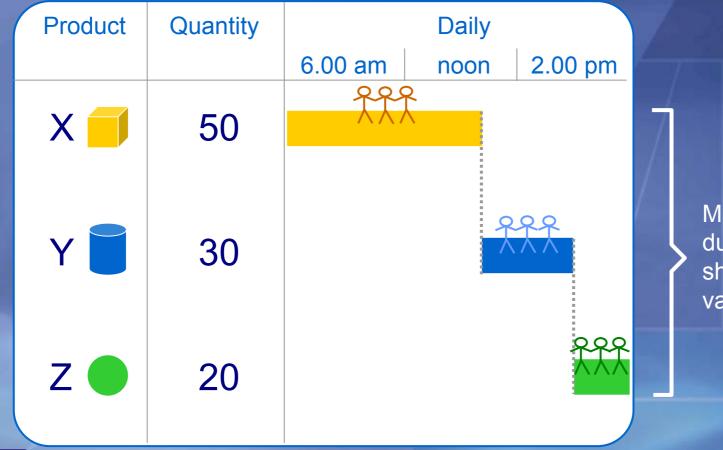
Daily production schedule



Manning varies during production shift, output rate is fixed

The leveling of manpower

Daily production schedule



Manning fixed during production shift, output rate varied

Transmitting the leveled demand to production

Production sequencer

taurecia

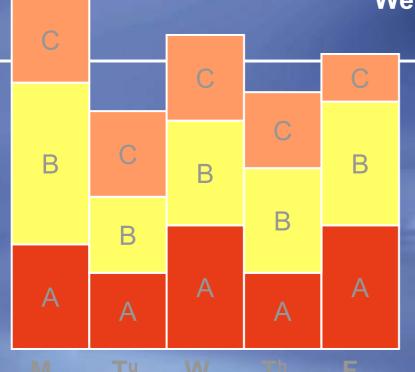
| Product | Qty | Shit | Shift broken into | | |
|---------|------------------|---------|--|--|--|
| | | 6.00 am | 2.00 pm | 10 min slots | |
| X 🗾 | 50 | | | Withdrawl instruction Kanban are spread evenly over the whole shift for each variant | |
| Y | 30 | | | The number of Kanban in any vertical slot cannot exceed the line capacity | |
| Z | 20 100 | | to signal the level the production li | The Sequencer is used to signal the level demand to the production line through frequent regular withdrawal | |

How to level

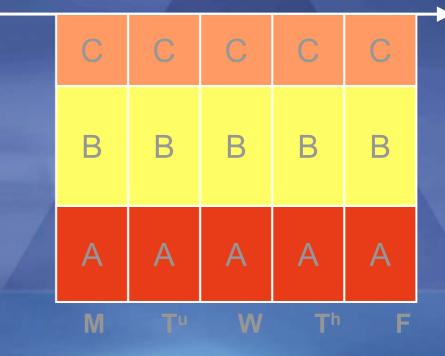


Sales & operations planning (S.O.P.) Leveled S.O.P M.P.S W1 W2 W3 W4 W5 March January February April May June ZOOM faurecia

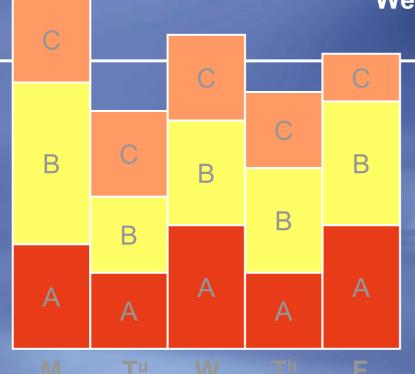
Master Plan Scheduling (M.P.S.)



We freeze production level and thus Takt Time



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