

EDUCATIONAL SEMINAR

Levi Halonen Manufacturing Engineer







Chasing Waste

Landscape Structures, Inc Delano, MN

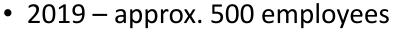




Company Overview



- Founded in 1971 by Steve & Barb King to design, produce & sell "Continuous Play" playground equipment (no <u>wasted</u> play)
- 1996 ISO 9001 Certified
- 1998 ISO 14001 Certified
- 1999 Started the Continuous Improvement, Lean Journey
- 2012 LSI becomes 100% employee owned

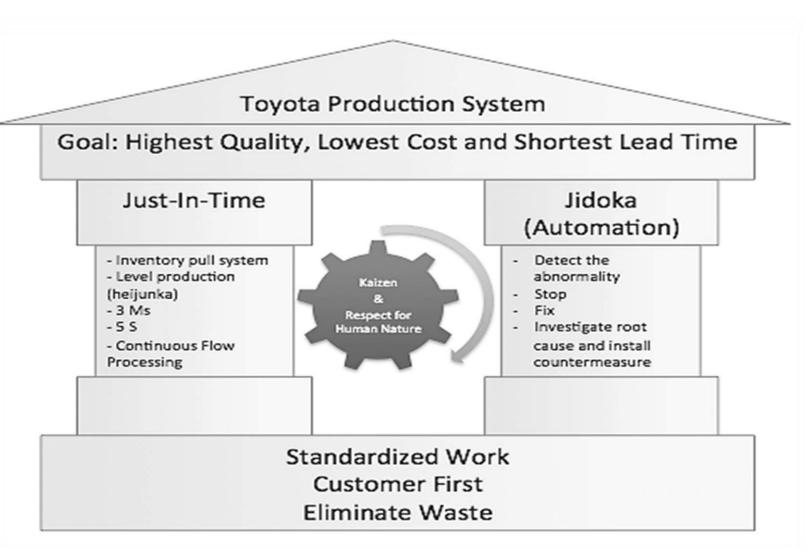








Learning to See Waste







TIM WOODS



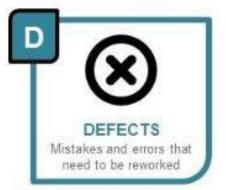


















What is Value Added?

- Meets Customer need, willing to "pay"
- Must transform form, fit, function of product or information
- Must be done right the first time

- Non Value Added is anything the customer is not willing to pay for
- Non Value added, but currently required



Training/Teaching



Waste Walks

Waste Identification Worksheet

- Everyday Events
 - Safety, Quality, Velocity, Cost
- EMPLOYEE PARTICIPATION & OWNERSHIP
- Kaizen Events
- Product Design Review (DFMEA)
 - Standard & Custom Design
- New Equipment Purchases

Area.			Date
The Wastes	Definition	Examples	Observations
Transportation	Physical or Electronic Movement of product/ documentation/ information from place to place	Parts in and out of storage Handoffs To and from quality inspection Physical delivery of information Email	2.
Inventories	Idle "product". Material or information not being currently processed	Raw material, finished goods Work in process Document storage (physical or electronic) Phone queue, voicemail, email Purchased components Maintenance supplies	2.
Motion	Movement of people, information, or equipment not necessary to produce the product	Searching for parts, tools, prints Sorting through materials Bending, reaching, twisting Meetings	2.
Waiting	Any time the product is not able to move immediately to the next process	Waiting for parts, prints, or information Approvals (internal or external) Inspections System or machine Interruptions (fire-fighting)	1. 2.
Overproduction	Producing more than needed or before it is needed	Batch processes Producing to avoid set- ups More than standard WIP Building ahead of schedule C C emails / FYI	2.
Overprocessing	More work done or higher quality than customer requires	Multiple cleaning or handling Over-tight tolerances Awkward tool or part design Multiple copies or approvals Added features or documentation	2.
Defects DEFECT	Work that contains errors, rework, mistakes or is missing necessary items	Scrap / Rework Corrections Design Errors Missing information Missing parts	2.
Skill	Not fully utilizing the talents and knowledge of employees	Boring/tedious work Not involved in decisions No training or advancement Inadequate business tools	2.

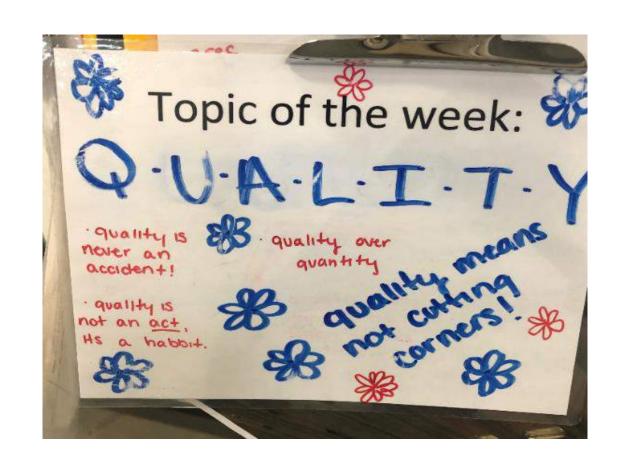






Employee Participation, Empowerment & Ownership

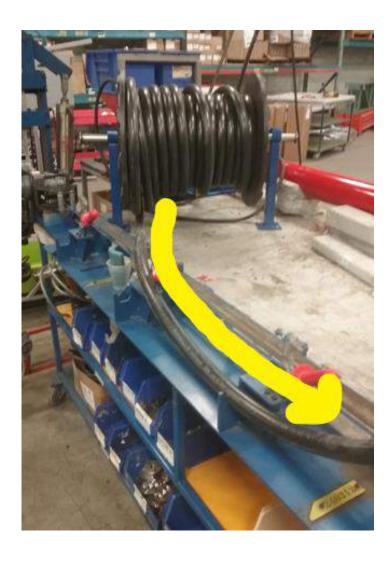
- Kaizen events
- Control Plans
- Monthly Team Production update reports
- Cl Newspapers
- Topic of the week
- 5S
- 2 Second Lean







2 Second Lean











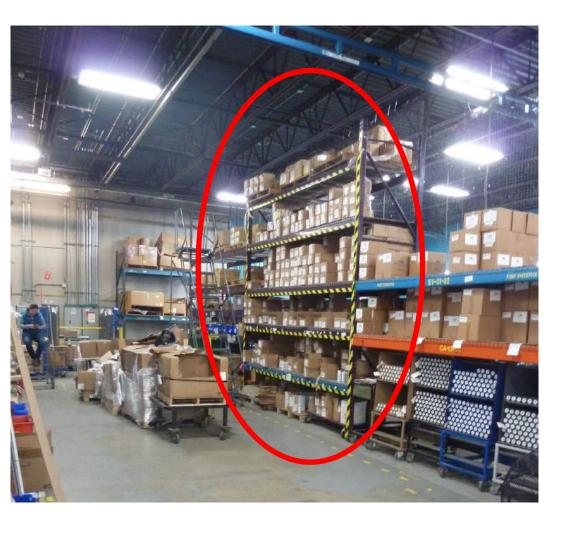


Transportation – Safety Stock Storage





Inventory



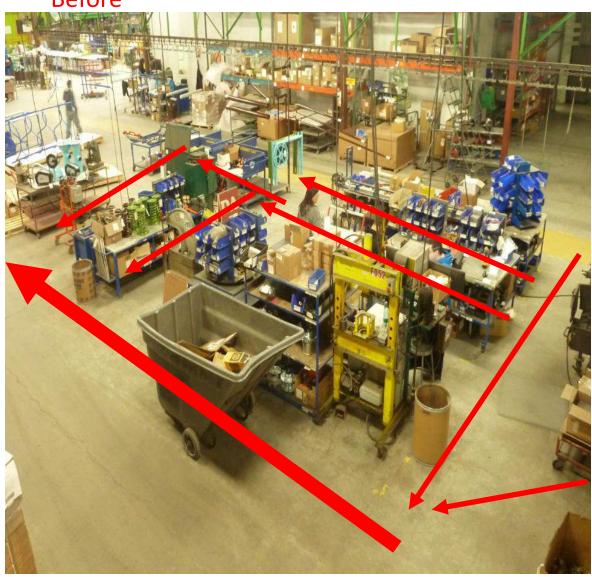




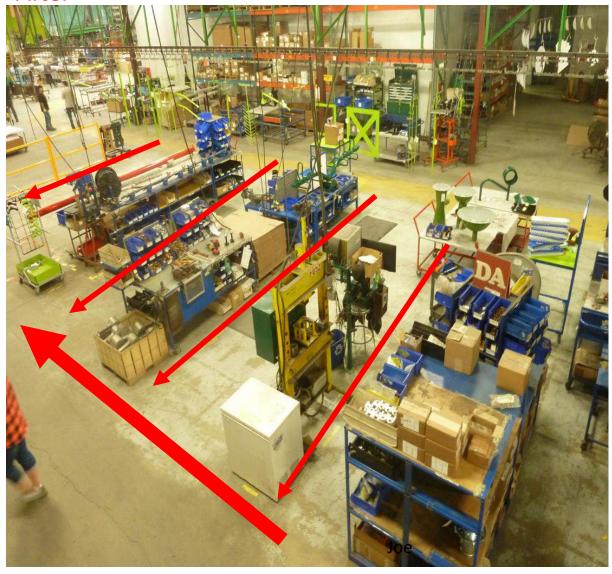
MOTION - Kaizen Improvement



Before



After





MOTION - Kaizen Improvement



Point of Use Assembly

Process Step/Spaghetti Map Combination Sheet







Waiting



Paintline Density Optimization





Overprocessing



Dirty Bend Die

Dirty Part







Overprocessing



Tube Sanding







Defects – FPY analysis

- Trend Data
- React
 - Light Paint
 - Paint reformulation
 - New equipment
 - Training
 - Supplier consultations
 - Contamination
 - Incoming material cleanliness
 - Cleaning at load station



5S - Before



























Cool Journey

5S - After

- Declutter entire 500 Assembly
- Label material bin & Assembly stations
- Established "over stock" location external from w/c
- Restructured workstation to reduce walking
- Reorganized & create drop off zones (In/Out)























Conclusion

- 1. Go See Act
- 2. Teach
- 3. Empower
- 4. SUSTAIN



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Thank you for joining us!