

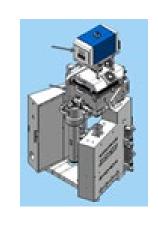


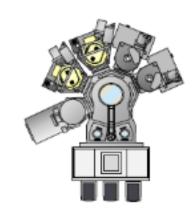
Dan Collins

General Manager

SPTS Introduction

- SPTS is a manufacturer of PVD, CVD and Etch equipment
- Based in Newport, South Wales
- ~ 700 employees











Production models – Summary

Lean Manufacturing

*The term "lean production" refers to the set of tools and techniques used to streamline and improve a company's production system. With its roots in the Toyota Production System, lean production aims to boost productivity while reducing waste

*What is Lean Production? - Planet Lean (planet-lean.com)"



Agile manufacturing

While lean manufacturing focuses on removing waste and 'dropping weight', agile is more focused at using the current resources intelligently and that the organization has the right data to implement changes in manufacturing



"Leagile" Manufacturing

*the development of a theory of "leagile" manufacturing applied within a manufacturing system or supply chain. A leagile system has characteristics of both. lean and agile systems, acting together in order to exploit market opportunities in a cost-efficient manner

*https://www.researchgate.net/

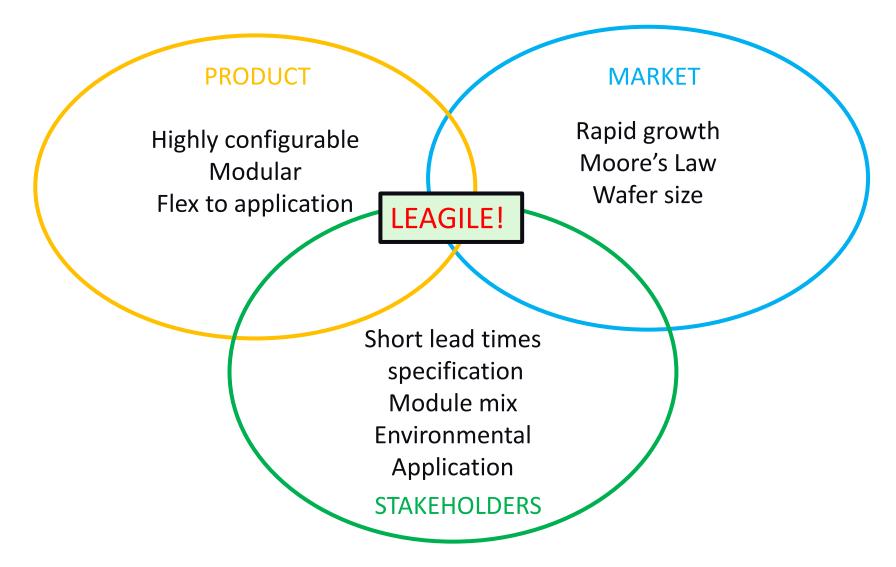


- There is nothing that we do that on it's own is new!
- Everything is available in text books, papers and on line
- Our advantage is the ability to pull numerous practices together simultaneously and apply them to everything we do:

"Leagile" Culture



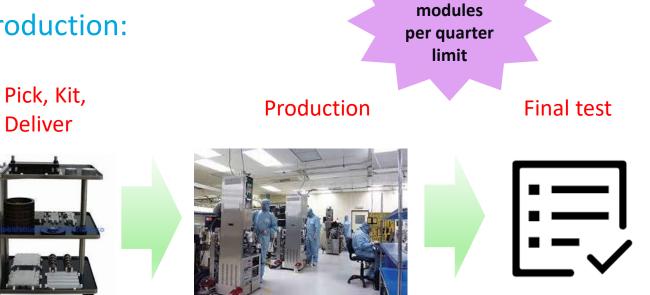
Why does SPTS need to be Leagile?





Configure to order, discreet job cell production:

Warehouse



100



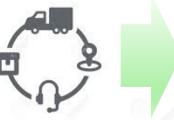
Supply



Configure to order, discreet job cell production:

100 modules per quarter limit

Supply



SUPPLY CHAIN

Runners, Repeaters Strangers

Warehouse



Store by system



Pick, Kit, Deliver



8 hr kitting Pseudo flow line Waterspiders

Production



Cycle time Touch time reduction Touch time

Go / no go

Andon

Water spiders

QRQC

Final test



Digital transformation?

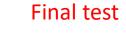
6 Sigma Visual Management



Configure to order, discreet job cell production:

Pick, Kit, Supply Warehouse Deliver Store by syste SUPPLY CHAIN Runners, Repeaters spiders **Strangers**

Production



100 modules

per quarter limit



Cycle time
Touch time reduction

Touch time

Go / no go

Andon

Water spiders

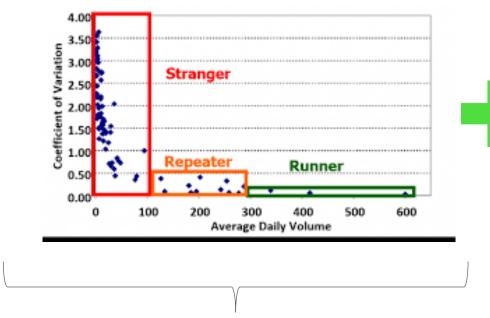
QRQC

Digital transformation?

6 Sigma
Visual Management



Runners, Repeaters & Strangers



Hysteresis

"The dependence of the state of a system on its history"



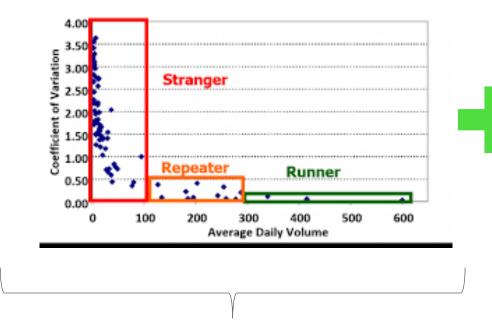
Agility in the supply chain

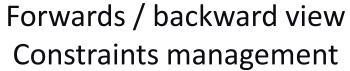
Forwards / backward view Constraints management



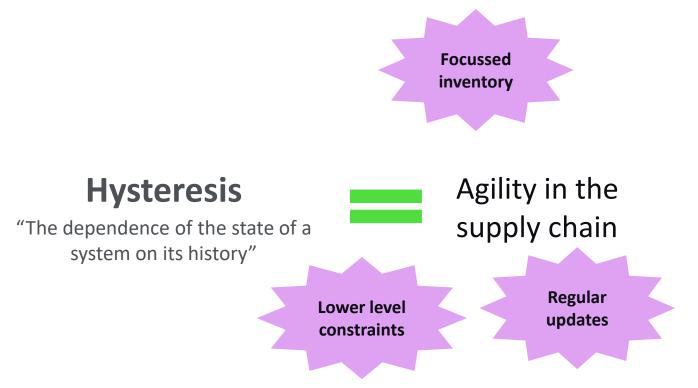
^{*}Runner, Repeater, Stranger - Inventory Analysis - The Guthrie Group

Runners, Repeaters & Strangers



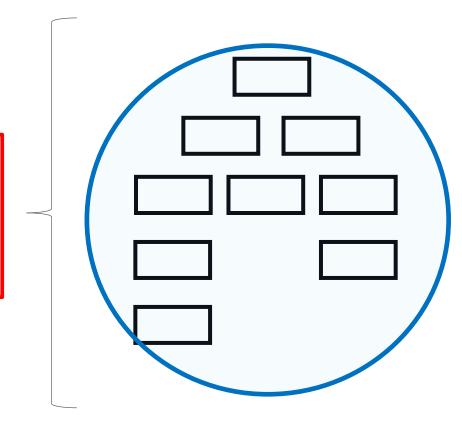


^{*}Runner, Repeater, Stranger - Inventory Analysis - The Guthrie Group



8 hr kitting – Pseudo flow line

Previously, entire BOM delivered to cell



Excess inventory

Excess space

Supply chain not JIT

Difficult to visually manage

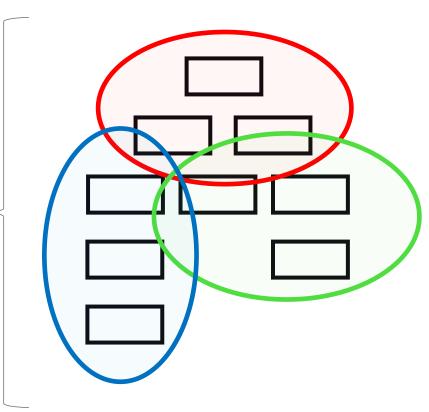
Inefficient production meetings



8 hr kitting – Pseudo flow line

Production BOM created in single shift blocks

Picking is for single shifts



Visual management: easy to see build stage, if cycle times slipping, BOMS are wrong

Manage by exception: only focus on slippages

Balanced flow / flexibility allows for pseudo flow lines for repeat build

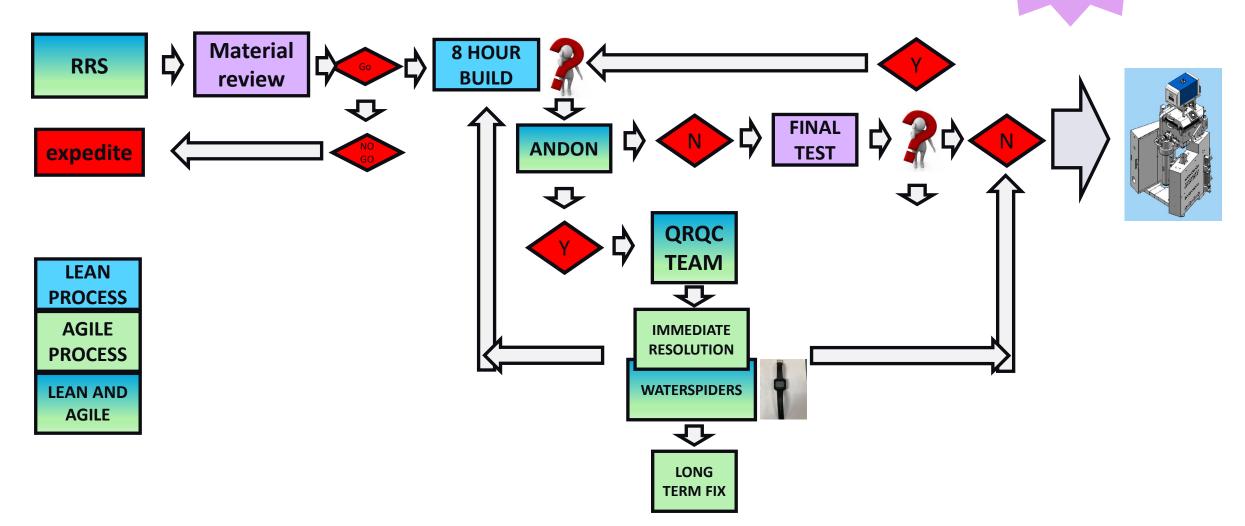
Modules built on movable pallets, sliding onto lifts for ease of production

Outsourcing assemblies where necessary allows complex assemblies to balance



Basic production process

> 200 modules per quarter capability

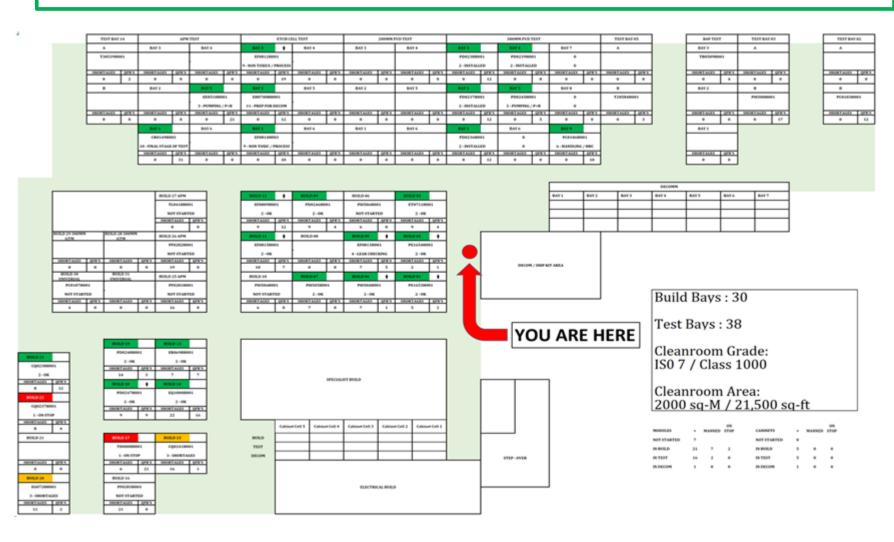


Visual Management

Water spiders know immediately where to go

Fast training

Regular, short production meetings All of these activities allow for an instant view of operations progress at any time

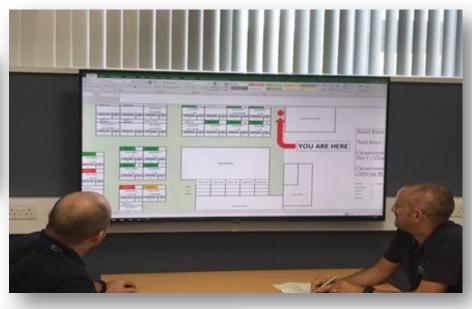




Leagile in action



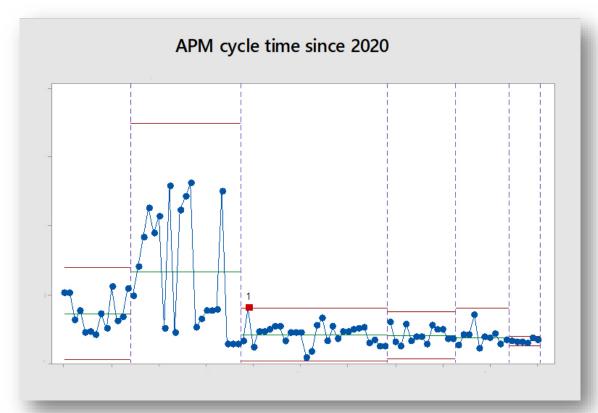






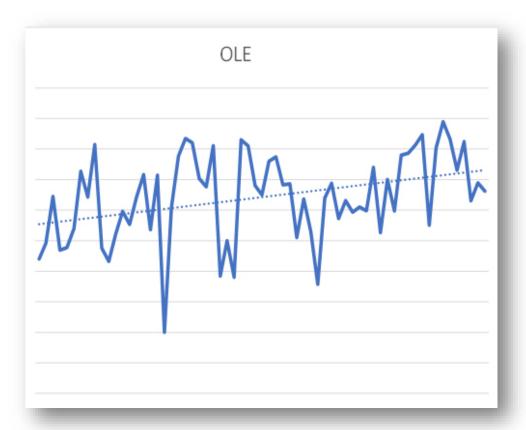






The accumulation of all previous activities No stone unturned!

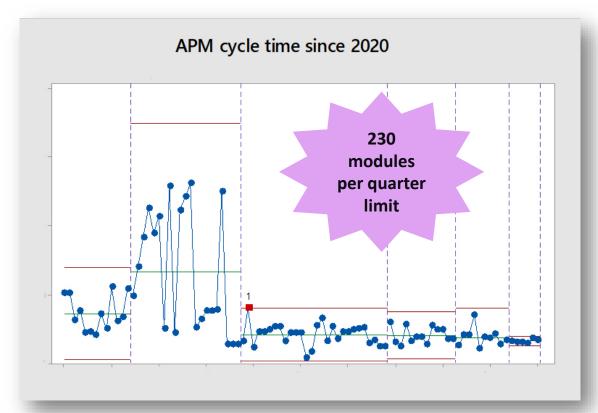
> **Target** touch time = cycle time



Overall labour effectiveness is the product of:

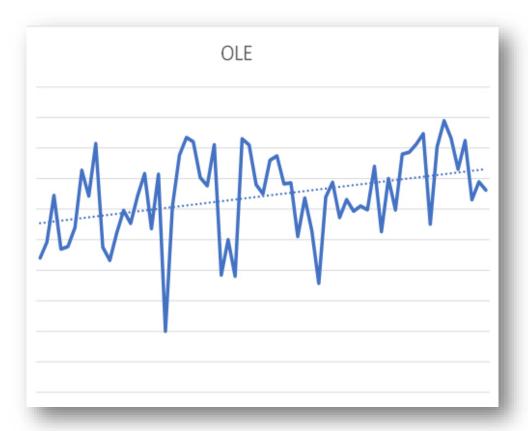
- 1. Lost hours to quality
- 2. On time production
- 3. Available hours





The accumulation of all previous activities No stone unturned!

Target touch time = cycle time



Overall labour effectiveness is the product of:

- 1. Lost hours to quality
- 2. On time production
- 3. Available hours



So what is the impact?





- More output same footprint
- Less power / module
- Less inventory days
- Less gas usage
- More employment opportunities



- 30% test bays less
- 110m² of cleanroom not required
- 12% less power needed
- £10K p.a. less greenhouse gas usage



Next steps?



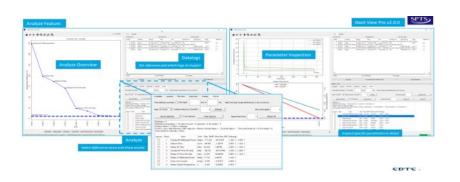
Digital transformation

Augmented realty

Remote training, remove "buddy system" More efficient production ramps Faster outsourcing

Better service support – higher customer uptime





Chamber analytics

Rapid issue diagnostics More efficient test times Field to factory learning



Even more Leagile!





THANK YOU!