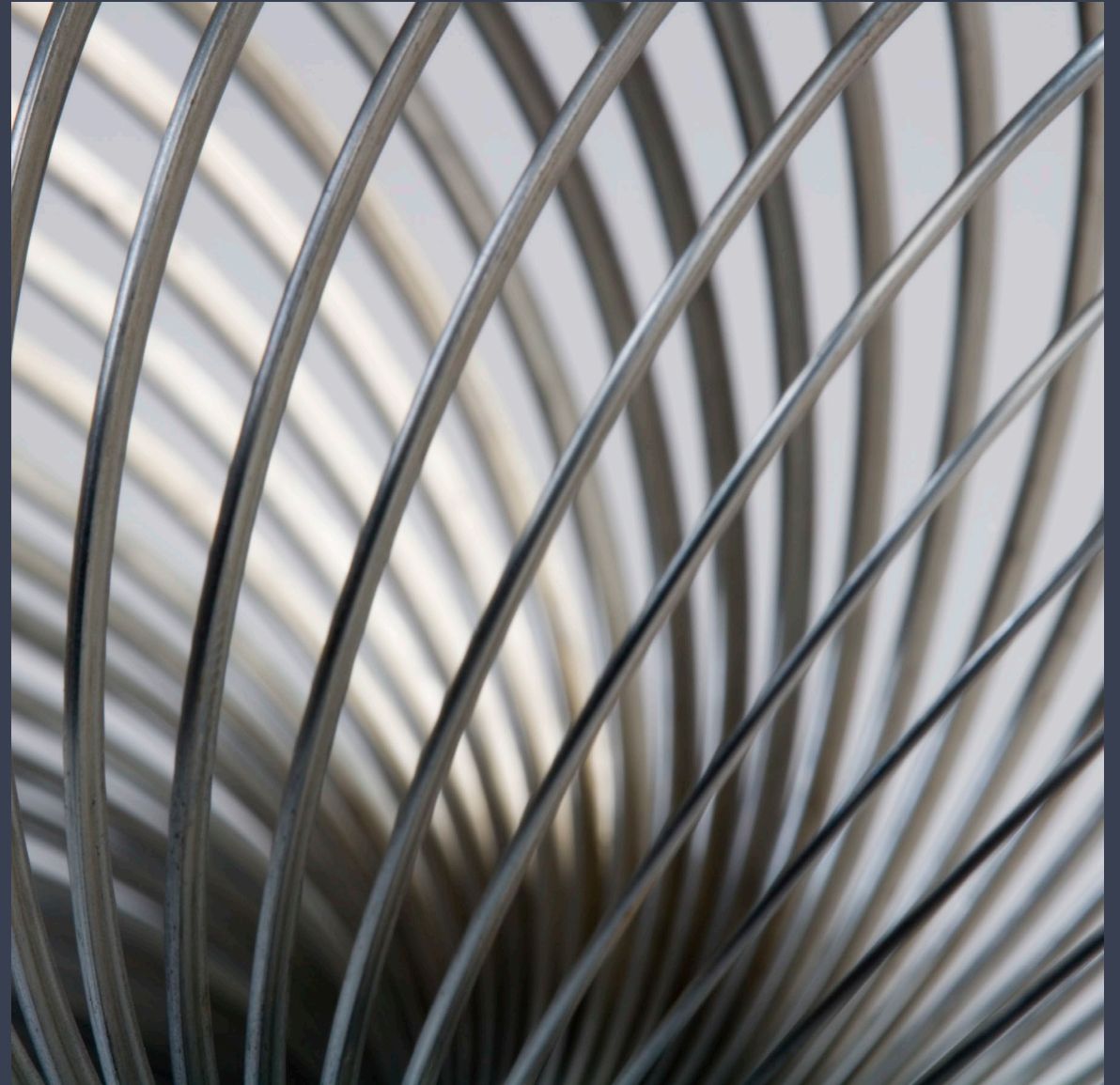


NUGM 2024

COMPARE AND
CONTRAST
WORK ORDER
& REPETITIVE
PROCESSING

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AGENDA

- Review Pros and Cons of Work Orders –vs- Repetitive Processing
 - Similar functionality between the two
 - What is different
 - Why choose one or the other?



CLASSIC WORK ORDER

- Advantages

- Tried and true! Everyone knows what work orders are
- Process deviation is better designed
 - WIP module has more development time
 - Any changes you make (Routing or Bom) are on the work order
 - Repetitive not more than a plan
- Advantages if using Labor Reporting
 - Robust infrastructure for Labor
- Better for long run manufacturing process (e.g., you are moving through the routing steps)

- Disadvantages

- Requires bureaucracy and management of the work order population
 - Scheduling / creation of work orders
 - Management of work orders
 - Closing work orders
 - Usually has a planner involved, usually MRP driven



REPETITIVE PROCESSING

- Advantages

- Fits very well with Lean Manufacturing processes and JIT manufacturing concepts such as Kanban and other visual manufacturing processes
- On demand WIP reporting – No planning required
- MRP Still produces plans to consume - but plans are not required
- No paperwork required
- Lower overhead involved (less management)

- Disadvantages

- No “order” needed in the system – just a plan
- Not designed for long cycle manufacturing
- Can not do other exotic work types such as Repair, Field Service, etc. like the WIP module can
- Can not launch a Rep order from SO.ENTRY (WIP can do this bypassing MRP)
- Labor not “easy” like with WIP



THE CLASSIC WIP PROCESS

- RUN MRP (optional)
- Release Work Orders
 - SF.WO.RELEASE
 - MFG.RELEASE process
 - Automatic WIP creation (via SO.ENTRY) – Multiple options
 - Repair and Return processing
- Print Paperwork
 - PACKETS
 - PRINT.SHOP.RT
 - PICKLISTS
- Run Production
- Work Order close process



THE CLASSIC WIP PROCESS

- What did we skip but is supported by classic WIP process?
 - Work Order cost variance process (This can be its own topic)
 - WIP change process
 - Routing changes, alternate routings, etc. CHG.WORK
 - BOM changes after release
 - ALLOCATE – You specify changes
 - REALLOCATE – Resync changes to WIP based on BOM revisions
 - Labor labor labor
 - MOVE – movement through the routing sequences
 - Reporting status
 - Scrap process – In process
 - QC – Accept / Reject in WIP
 - WOGS – Groups of work orders



THE REP PROCESS

- RUN MRP (optional)
- Review plans (optional) REP.SCHEDULER
- Run Production
- (Yes we're serious – this is all that is required)



THE REP PROCESS

- What did we skip but is supported by REP WIP process?
 - REP cost variance process
 - Not as elaborate as classic WIP
 - REP change process
 - Routing changes, alternate routings, etc. REP.SCHEDULER (same as BOM – you are maintaining plans)
 - BOM changes after release – this is grey area
 - The plan calls out the BOM
 - MRP creates the Plan
 - You can change the plan in REP.SCHEDULER
 - Note – Plan changing – If you are not QBD locked – your “friend MRP” is lingering around the corner
 - Labor can be done – but in general this is not what REP is for
 - MOVE – we don’t do this in REP
 - Scrap process – post process
 - QC – Accept / Reject does not exist (No MFG.INSPECT)
 - ROGS – Groups of rep orders / plans



SUMMARY

- Use Classic WIP if you...
 - Collect Labor
 - Use long running production processes that move through the routing
 - Enjoy paper
 - Want to manage the schedule hands on
 - Need to manage process deviation
 - Need advanced cost exception tracking / reporting
 - Want to use QC options
- Use REP module if you...
 - Have a lean / visual manufacturing process
 - Wish to produce product on demand
 - Don't need paperwork
 - Produce items in bulk or rapid production cycles



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THANK YOU

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