

My Factory

Daily Operating Report

Date:

Description	UOM	Line 1	Line 2	Line 3	Daily Total (06Wk50.1 Mon)	
- Report Item Category : 1.						
1	Planned Production (Units)	No	1000	450	1000	2450
2	Actual Production (Units)	No	1200	430	895	2525
3	Variance (Units)	No	200	-20	-105	75
4	Planned Production	Kg	15000	9900	14000	38900
5	Actual Production	Kg	18000	9460	12530	39990
6	Variance	Kg	3000	-440	-1470	1090
7	Production Inputs	Kg	19000	10000	15000	44000
8	Actual Number of Change-overs	No	3	4	3	10
9	WIP	Kg	234	100	0	334
10	Yield	%	95%	95%	84%	91%
11	Is Production Line Shift Count	No	2	1	1	4
- Report Item Category : 2. Waste						
12	Rework	Kg	88	100	123	311
13	Waste: Cooking/Baking	Kg	221	50		271
14	Waste: Floor Waste	Kg	221	2		223
15	Waste: Date Coding	Kg				
16	Waste: QC Rejects	Kg				
17	Waste: Samples	Kg	10	14	22	46
18	Waste: Short/Offcuts	Kg				
19	Waste: Stock Rotation	Kg				
20	Waste: Other	Kg			2	
21	Waste: Total	kg	452	66	24	540
22	Giveaway	Kg	23	44	54	121
23	Packaging Waste: Cases	Kg	2.2			2.2
24	Packaging Waste: Cartons	Kg		1.8		1.8
25	Packaging Waste: Film	Kg			1.6	1.6
- Report Item Category : 3. Waste Recovery						
26	Waste Recovery: Sold Off	Kg				
27	Waste Recovery: Staff Shop	Kg				
28	Waste Recovery: Canteen	Kg	22	12	16	50
29	Waste Recovery: Other	Kg				
- Report Item Category : 4.						

Calculation	Comments
	The calculations refer to the line numbers as indicated in the first column
	The standard unit is usually cases planned/packedi
2 - 1	The variance is actual production less the planned production Planned Production shown in Kilograms
5 - 4	The variance is actual production less the planned production The mass of raw materials used. The number of change-overs that took place during a production shift - complexity
5/7	The amount of work in progress at the end of the shift/day The ratio of output versus input The shift count indicates the number of actual production shifts
	Waste Management is of utmost importance. Waste costs money
	The amount of waste or other material reworked into good product. If there is dough rework, for instance, and this is sent back to the mixing section, the mixing section must account for this rework.
	There are a number of waste categories that are typical to your factory
	Floor waste
	Waste caused by the datecoder being faulty
	Waste due to Quality Control rejects
	Waste caused by poor stock rotation
	Unspecified waste
Sum (13 - 20)	The sum of all the waste and reqork generated. Only own section's rework.
	The mass of product that exceeds the standard packet weight.
	The mass of cases damaged, this could also be reflected in quantity
	The mass of cartons damaged, this could also be reflected in quantity
	The mass of film wasted
	Waste is recovered in many ways. The waste could be sold off at a nominal price
	Efficiencies reflect the performance of the factory

30	Master Production Schedule (MPS)	%	88%	95%	78%	89%		See MPS detailed description. MPS - Master Production Schedule. MPS % denotes the compliance to the original production plan	
31	MPS Absolute Deviation	%	95%	97%	85%	92%		See detailed description. Absolute deviation combines the "unders" and "overs" as a percentage of plan	
32	Efficiency (Plan vs. Actual)	%	120%	96%	90%	103%	2/1	The percentage of the plan met in units not taking SKU variances into	
33	Percentage Waste	%	3%	1%	0%	1%	21/5	Waste generated as a percentage of actual production	
34	Percentage Giveaway	%	0.1%	2%	6%	2%	22/5	Giveaway as a percentage of product packed	
35	Percentage Rework	%	0%	1%	1%	0.8%	12/5	The quantity of product than had to be reworked	
36	Weight/Manhour (Standard)	Kg/MH	100	105	114	105	5/83	Kilograms per manhour indicates the productivity of the workforce. 'Standard' is the standard that the organisation sets itself.	
37	Weight/Manhour (Target)	Kg/MH	38	85	85	70		Kilograms per manhour indicates the productivity of the workforce. 'Target' is the where the organisation is working towards to achieve the actual standard that has	
38	Weight/Manhour (Actual)	Kg/MH	76.9	80.9	87.6	81.0	5/84		
39	Manhours / 1000 Kg	Ratio	13.0	12.4	11.4	12.4	84/5/1000	The inverse of "kgs/manhour" is manhours/ton. The amount of Manhours (time) required to product a ton of product.	
40	Throughput Weight/Hour (Design Speed)	Kg/Hr	1500	1400	1800	4700	example 2000	The number of Kilograms per hour that the line is designed to produce. The slowest peice of equipment in the line is usually the deciding factor. The	
41	Throughput Weight/Hour (Standard)	Kg/Hr	1400	1400	1,700	4500	example 1800	The Standard throughput is what the line should product taking efficiency lossess into consideration. The standard is normally achievable when the line is running	
42	Throughput Weight/Hour (Target)	Kg/Hr	1300	1350	1600	4250	example 1700	The target throughput is the lower level of achievement.The target is what the line should achieve at all times. The target and the standard form the tramlines which is the ideal spectrum that should be worked in	
43	Throughput Weight/Operating Hour (Actual)	Kg/Hr	1152	1361	1515	4028	5/90 for lines and Sum of line throughput for factory	Throughput per actual operating hour. The line throughput is the number of kilograms that the line actually produced oer hour while it was operating. The total factory throughput is the sum of all the lines.	
44	Productivity (Throughput)	%	89%	101%	95%	95%	43/42	Throughput productivity is the ratio of 'actual' throughput vs. 'target' throughput	
45	Availability (Equipment Usage)	%	94%	93%	92%	94%	(51- 91)/51	Availability (equipment) is the percentage time available after maintenance/engineering downtime is taken into consideration.	
46	Utilisation (Production Usage) (PE)	%	92%	83%	82%	87%	(51 - 70)/(51-91)	Utilisation (Production Usage) is how the line was used in the time available to production. Often known as Plant Efficiency (PE)	
47	Operational Efficiency (OE)	%	87%	77%	75%	81%	(51 - 70)/(51)	Operational efficiency is a function of availability and utilisation. Operational efficiency is the percentage of time the line operated taking all downtime into	
48	Overall Equipment Effectiveness (OEE)	%	75%	77%	71%	76%	47x44x93	OEE - Overall Equipment Effectiveness measures the effectiveness of equipment/ a production line accreos three areas. Thes are throughput rate to standard, Time utilisation and percentage good product.	
49	Absenteeism: Planned	%	7%	0%	0%	3%	94/(74 + 94 + 95)	Planned absenteeism is percentage of permanents that are absent due to leave,	
50	Absenteeism: Unplanned	%	21%	0%	31%	18%	95/(74 + 94 + 95)	Unplanned absenteeism is the percentage og AWOP's. Absent without leave.	
-	Report Item Category : 5.								
51	Hours Planned	Hr	18	9	11	38		Hours planned for the shift / day according to the report requirements	
52	Downtime: Logistics - No Raw Material	Hr						Logistics downtime cause	
53	Downtime: HR - Labour	Hr	1.12	1.08	0.58	2.78		HR downtime cause	
54	Downtime: HR - Breaks	Hr							

88	Overtime Manhours	MH			20	
-	Report Item Category : 8.					
89	Material Planned Performance	%				
Additional info						
90	Operating hours	hrs	15.63	6.95	8.27	30.85
91	Total Maintenance Downtime	hrs	1	0.67	0.87	2.37
92	Total Product Produced	Kg	18452	9526	12554	40530
93	Percentage Good Product	%	98%	99%	100%	99%
94	Total planned Absent	No	1	0	0	1
95	Total unplanned Absent	No	3	0	4	7
96	Total absent	No	4	0	4	8
97	Available Time	Hrs	24	24	24	72
98	Unscheduled time	hrs	6	15	13	34

81 x 82	Overtime manhours
The percentage of packaging material that was supplied to the production line. Vs. actual requirements (plan)	
Additional info	
51 - 70	Hours planned less total downtime
sum(57, 59, 60, 65)	Sum of all the maintenance downtimes
5 + 21	Total product produced is the sum of actual product and waste produced
5/92	Percentage good product is the quality leg of OEE and measures the quality rate
77 + 79	Total number of people on leave - planned
76	Total number of people on leave - unplanned
94 + 95	Total number of people absent
Available time - the number of hours available per day. Available time excludes sundays and planned public holidays. The available time for a day is 24 hours	
97 - 51	Time that the plant has not been planned to operate. This only holds true for a