

A photograph of a forest path with tall trees and green grass, serving as a background for the top banner.

**Willkommen bei Verbesserungskata.de**

# **Value Stream Mapping**

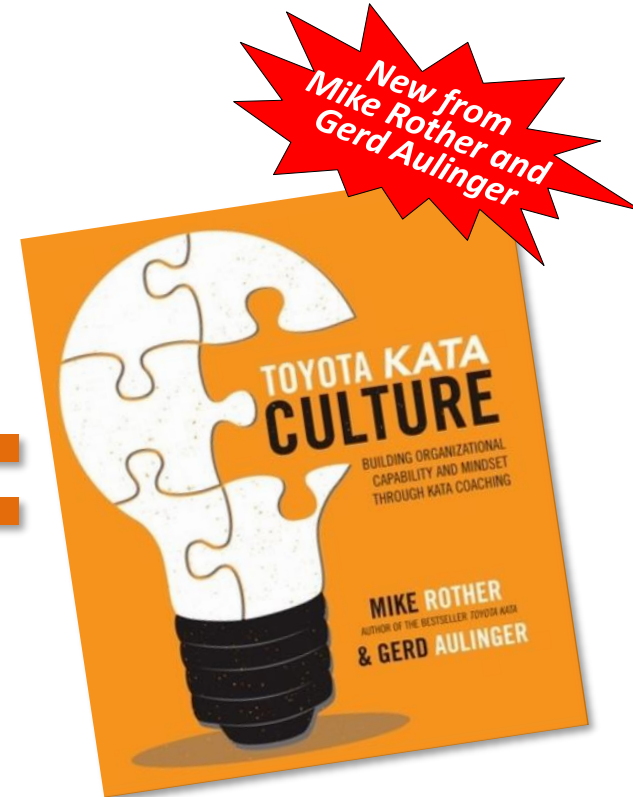
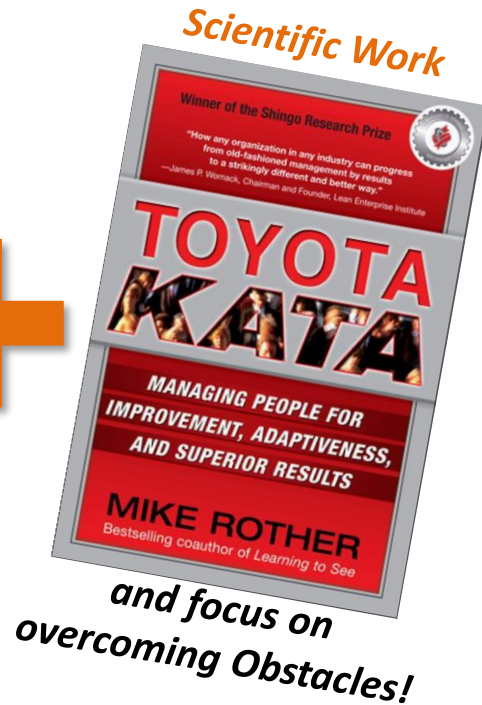
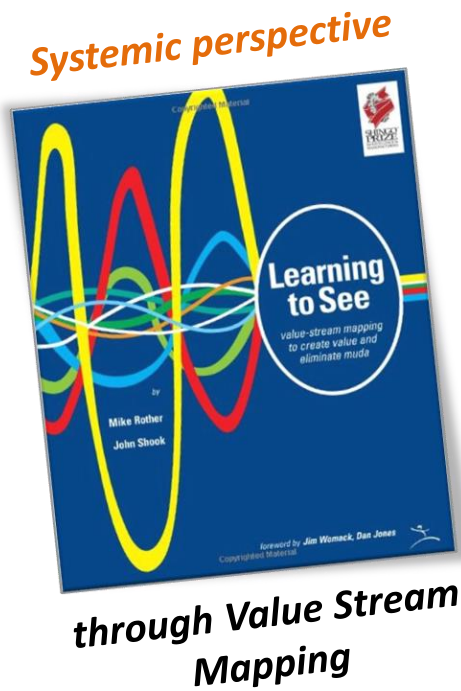
**A Holistic Method for Deploying Challenging Target  
Conditions that our Teams can strive for using  
the Improvement and Coaching Kata**

# Why do we need Value Stream Mapping?

How do we use VSM to deploy  
challenging Target Conditions?



# Kata requires Value Stream Mapping in order to make sure our **Target Conditions are aligned** from the very beginning



# Three stages of progress in the development of a scientific improvement organization with Toyota Kata

## 1. „What could be improved?“ results in...

Measure	Who?	By when?	Status
a- Floor markings	Mr. Müller	8.07.2009	⊕
b- Move machine	Mrs. Heine	1.09.2009	⊕
c- Improve tooling	Mr. Wagner	12.09.2009	⊕

Hmmm ... on this measures list there are no expected numerical outcomes!  
So, all I can measure is the implementation of each measure

How could I know whether the expected results have been achieved if I have not defined the expected outcome first?



# Three stages of progress in the development of a scientific improvement organization with Toyota Kata

## 1. „What could be improved?“ results in...

Measure	Who?	By when?	Status
a- Floor markings	Mr. Müller	8.07.2009	⊕
b- Move machine	Mrs. Heine	1.09.2009	⊕
c- Improve tooling	Mr. Wagner	12.09.2009	⊕

Savings: € 7.000



Hehehe! They could have saved € 10.000 if they just would have omitted measure C altogether!

What no one has noticed:

a: € 5.000 saved

b: € 5.000 saved

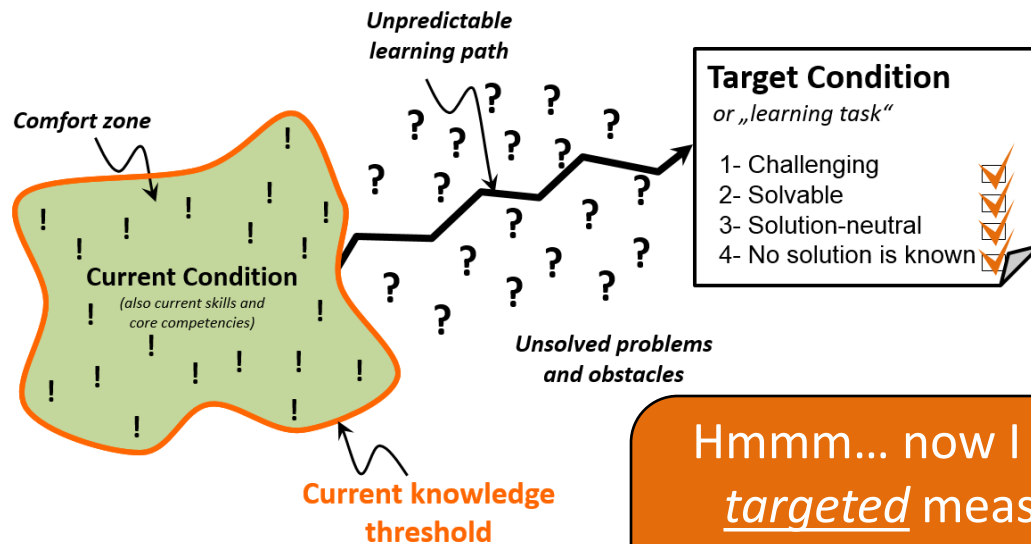
**c: € 3.000 extra costs!**



# Three stages of progress in the development of a scientific improvement organization with Toyota Kata

## 2. „What should be improved?“ results in...

### Definition of measurable Target Conditions



Hmmm... now I can derive targeted measures and examine the expected impact individually !

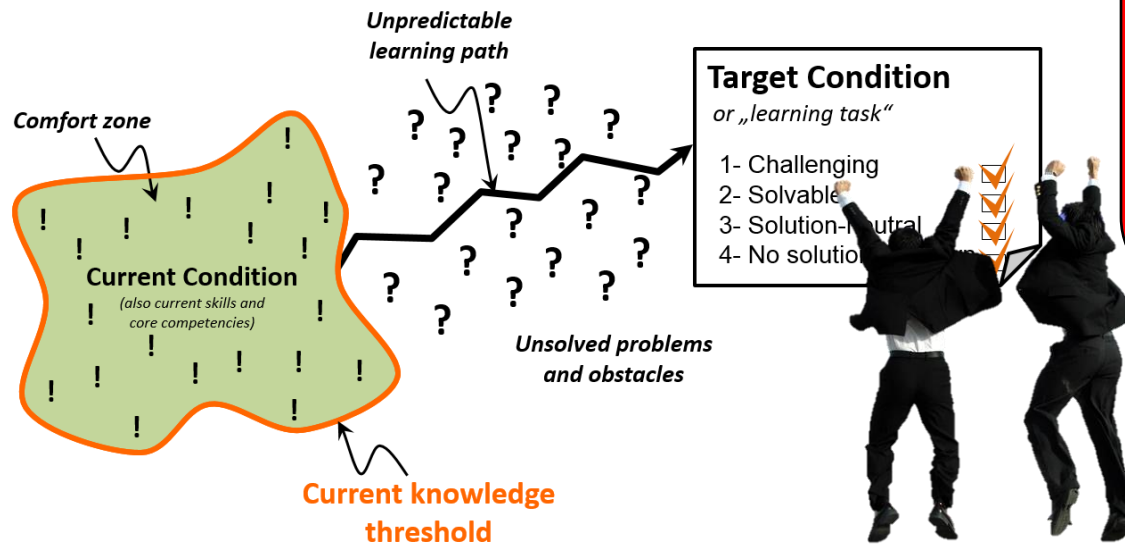




# Three stages of progress in the development of a scientific improvement organization with Toyota Kata

## 2. „What should be improved?“ results in...

### Definition of measurable Target Conditions



Hehehe! They might reach their goals, but these are counterproductive and ineffective, since they have not been derived systemically!



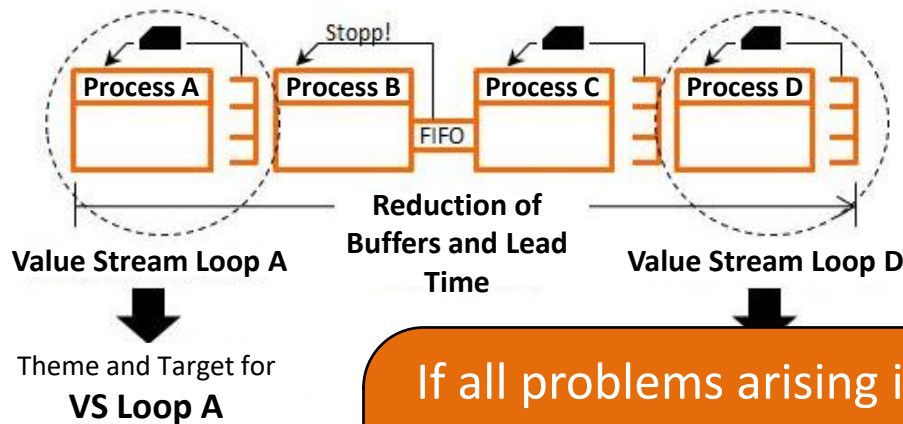
#### What no one has noticed:

Our ROI-based management system tries to manage complexity by dividing the system in smaller parts and trying to improve them separately. Optimizing each part of a system independently won't lead to the overall optimum. On the contrary, we know from Systems Theory that eventually the whole system will get destroyed by doing so!

# Three stages of progress in the development of a scientific improvement organization with Toyota Kata

## 3. „What should be improved?“ results in...

### Derivation of measurable Target Conditions



If all problems arising in a factory result in Buffers and Increased Lead Time, then reducing Lead Time should be the overriding activity to improve factories in a holistic, systemic way!





# Why do we need Value Stream Mapping?

How do we use VSM to deploy  
challenging Target Conditions?

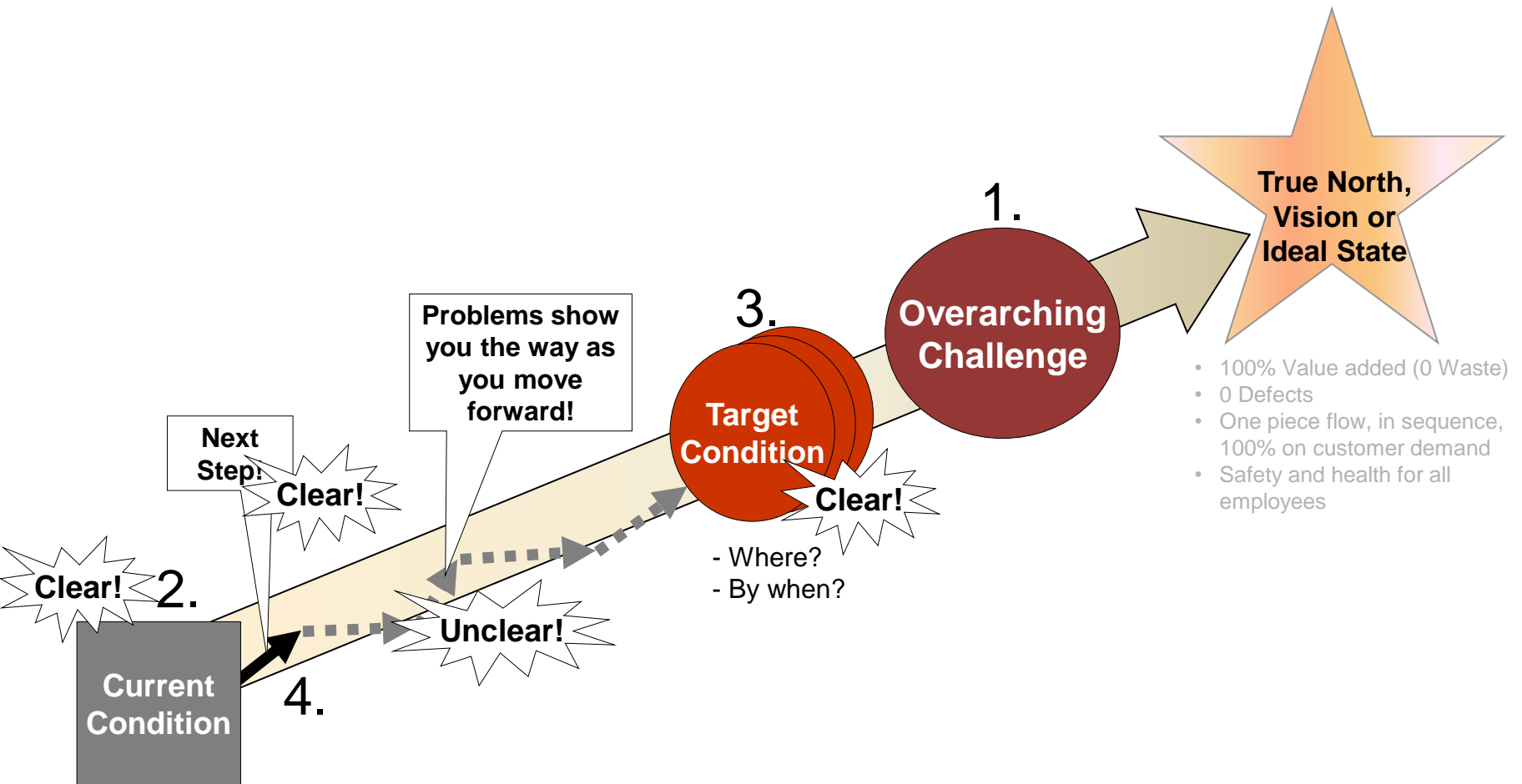
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## Purpose of this course

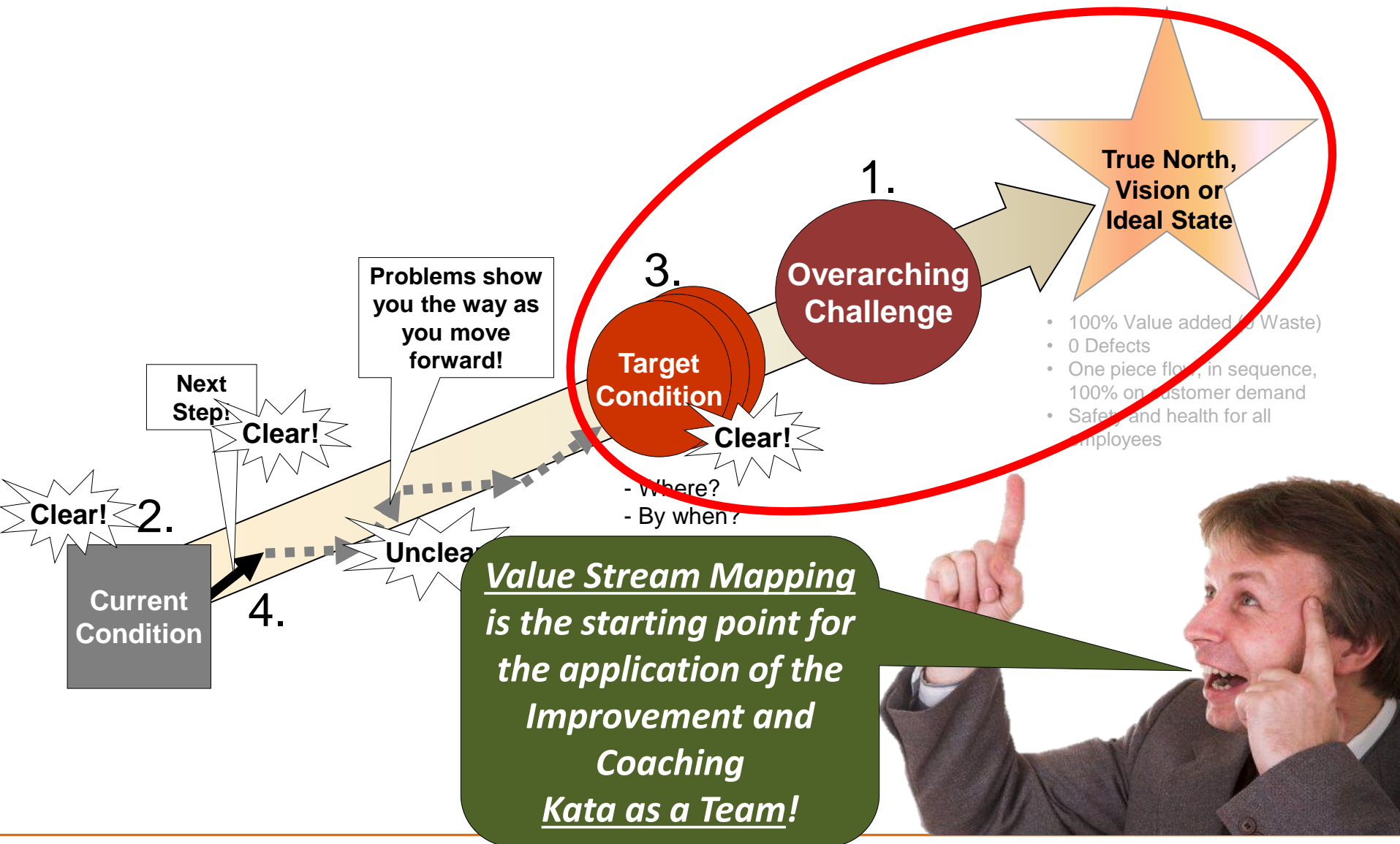
- To develop our ability to see value streams and to design highly efficient, customer-oriented value stream maps.
- To practice the value stream mapping method just using a pencil and a sheet of paper.



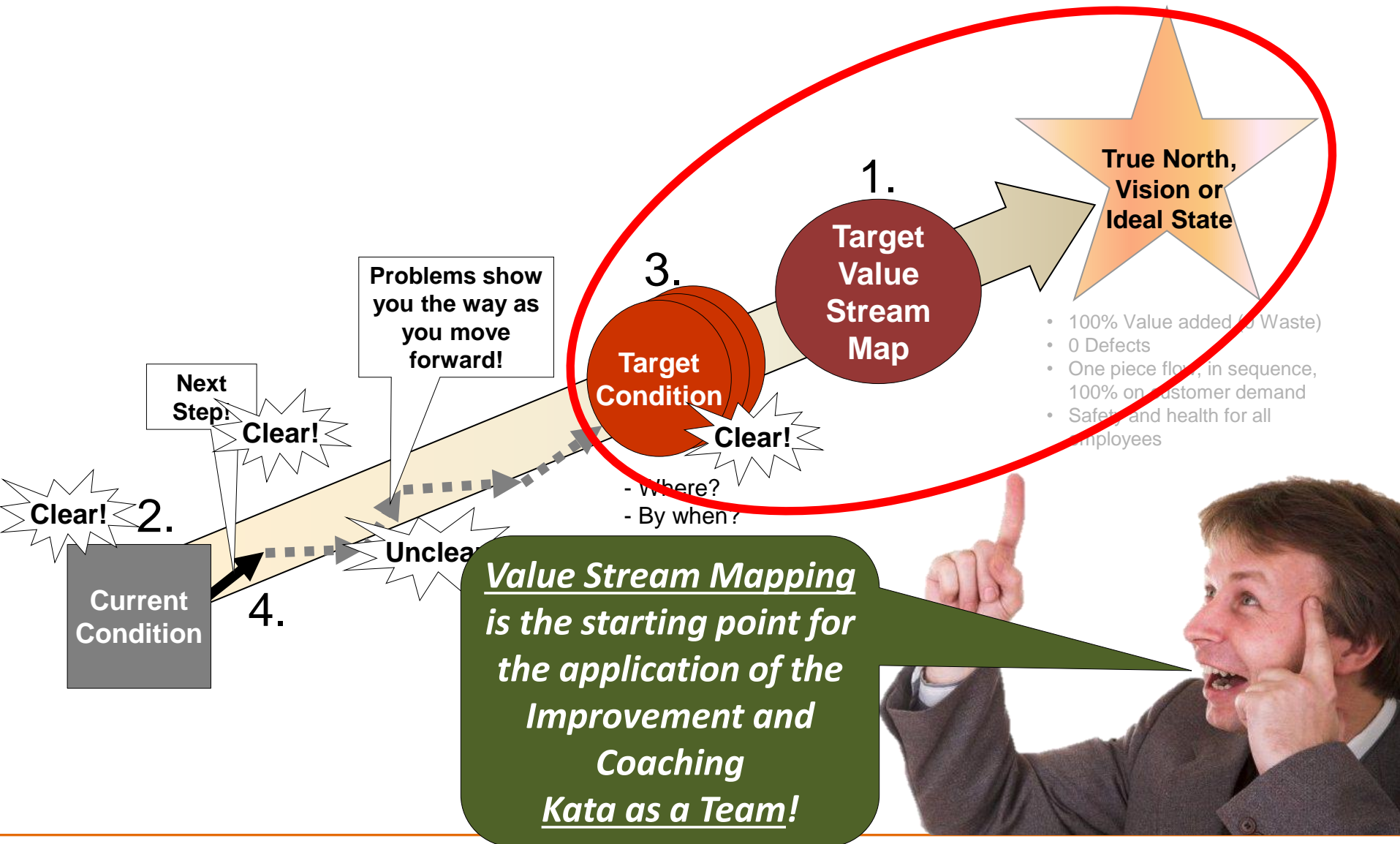
Target Conditions should be derived from an **overarching Challenge** which itself should be derived from a **Vision** or **True North**



**Value Stream Mapping helps to Align an Organization by giving a shared, overarching challenge derived from the True North**



**Value Stream Mapping** helps to **Align an Organization** by giving a shared, overarching challenge derived from the True North

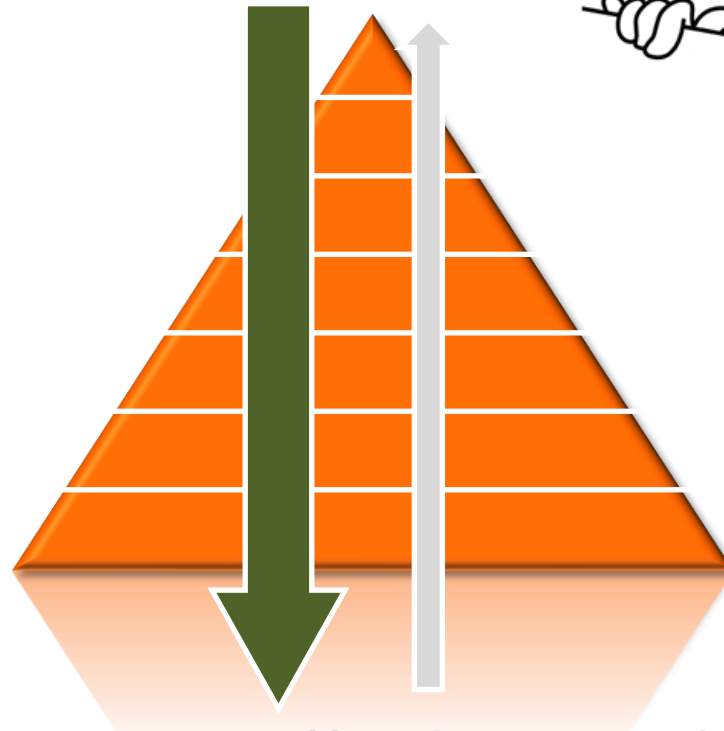


# All Targets are deployed „Top down“ across hierarchy levels and agreed upon along the Chain of Coaching

## 1. Target Deployment

„Top-Down“

*(mathematically linked!)*



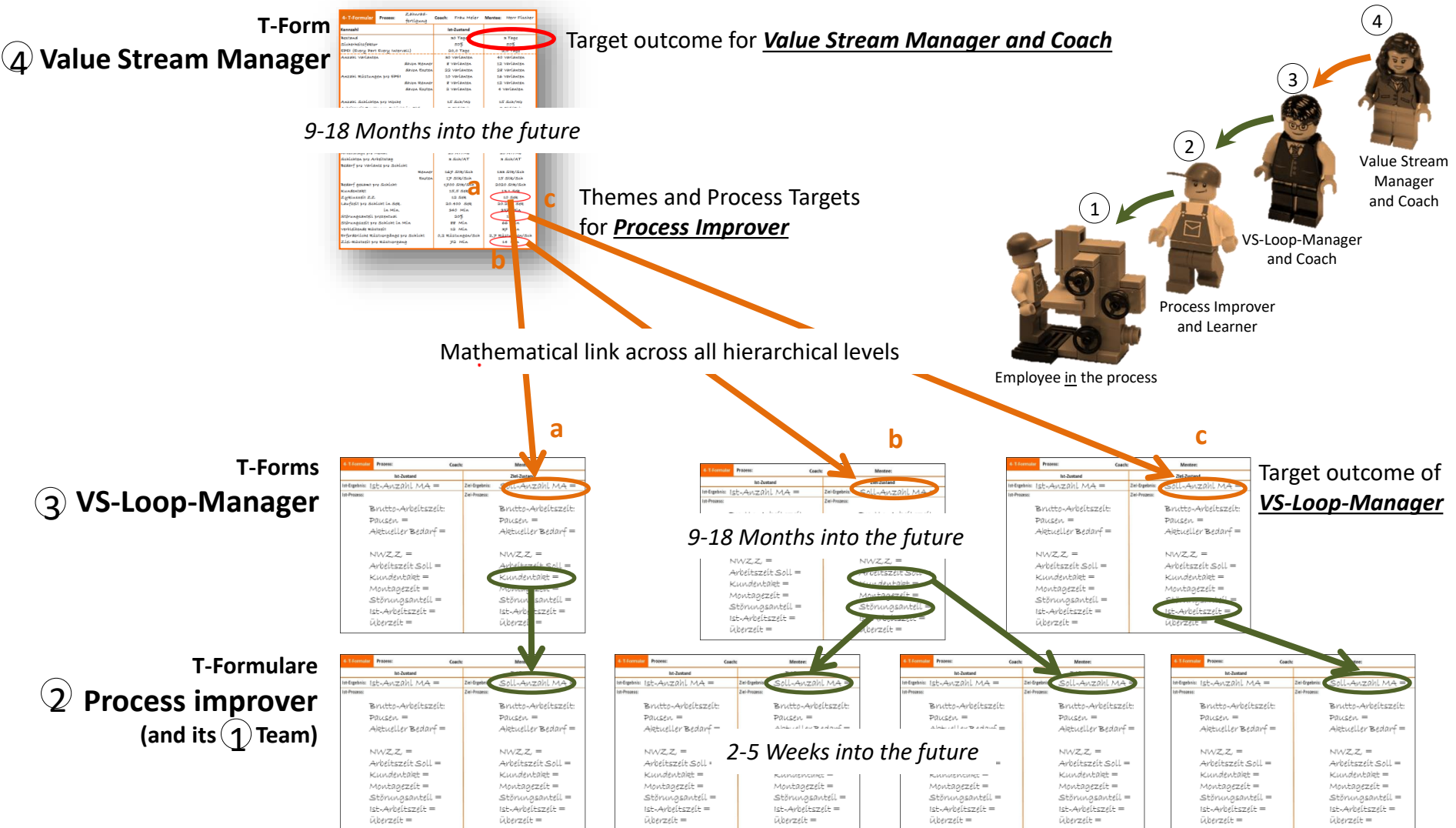
## 2. Upward learning communication

„Bottom Up“

*(mathematically linked!)*



# Mathematically coherent Target Deployment Process with Target-Forms at all levels



# Example of **Target deployment board** with four hierarchy levels including Plant-, Value Stream-, VS-Loop- and Process-Targets

## 1- Plant Targets

(Costs, Output, Headcount)

## 2- Value Stream Targets

(Lead times, Buffer stocks)

## 3- VS-Loop Targets

(EPEI, Change over frequency)

## 4- Process Targets

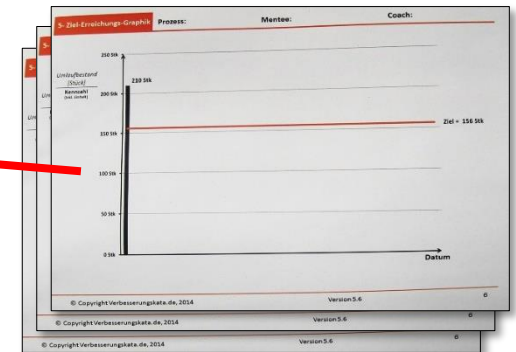
(C/O times, cycle times, downtimes u.v.m.)



4-1 Formular-Rechner - RTM SAU

Kennzahl	Ist-Zustand Datum: 01.01.14		Ziel-Zustand Datum: 31.12.15	
	2. MA/5h	1. MA/5h	2. MA/5h	1. MA/5h
Kapazität Bedarfs/Bedarf	27.500 Stk/Jahr	27.500 Stk/Jahr	27.500 Stk/Jahr	27.500 Stk/Jahr
Bedarf/Jahr	212 AT/Jahr	212 AT/Jahr	212 AT/Jahr	212 AT/Jahr
Bedarf/Tag	130 Stk/AT	130 Stk/AT	130 Stk/AT	130 Stk/AT
Produktion im Prozess - SNIP / Tagbedarf	ca. 2,3 AT	2.880 Min	ca. 2,3 AT	2.880 Min
Stückte Arbeitszeit/Tag	1.440 Min/AT	1.440 Min/AT	1.440 Min/AT	1.440 Min/AT
Prozent/Tag	0 Min/AT	0 Min/AT	0 Min/AT	0 Min/AT
Netto Arbeitszeit/Tag - 8h pro AT - Pausen	1.440 Min/AT	1.440 Min/AT	1.440 Min/AT	1.440 Min/AT
Rundumschlag (RT) - theo AT / Bedarf pro Tag	666,1 Stk/5h	666 Stk/5h	666,1 Stk/5h	666 Stk/5h
Stückzahl/Tag - $AT_{max} \times \text{Ziel Stückzahl}$	198 Min/AT	72 Min/AT	198 Min/AT	72 Min/AT
Wartungszeit	5h	5h	5h	5h
Wartungszeit/Tag - $AT_{max} \times \text{Wartungszeit}$	90 Min/AT	88 Min/AT	90 Min/AT	88 Min/AT
Anzahl Varianten	1 Varianten	1 Varianten	1 Varianten	1 Varianten
EPEI (Days per Event) - n. 1 Tag	1,0 AT	1,0 AT	1,0 AT	1,0 AT
Mittlere Länge - EPEI x Lagerbedarf/Varianten	130 Stk/Los	130 Stk/Los	130 Stk/Los	130 Stk/Los
Rüstvorgänge/Tag - Anzahl Varianten/EPEI	1,0 Rüstvorgänge/AT	1,0 Rüstvorgänge/AT	1,0 Rüstvorgänge/AT	1,0 Rüstvorgänge/AT
Wartungszeit - Wartungszeit pro AT x Wartungszeit pro AT	80,0 Min/Wartungsgang	80,0 Min/Wartungsgang	80,0 Min/Wartungsgang	80,0 Min/Wartungsgang
Wartungszeit (ungestört) - WAZZ x Bedarf/AT	532,8 Stk/5h	532,8 Stk/5h	532,8 Stk/5h	532,8 Stk/5h
Netto Netto Laufzeit (N)	1.152 Min/AT	1.152 Min/AT	1.152 Min/AT	1.152 Min/AT
Wartungszeit - Anzahl AT pro Schritt x GZ	80h	80h	80h	80h
Standard Work in Process - DLT im Prozess/RT	1065,6 Stk/5h	592,8 Stk/5h	1065,6 Stk/5h	592,8 Stk/5h
WIP (Standard Work in Process) - DLT im Prozess/RT	273 Stk	273 Stk	273 Stk	273 Stk

Target sheet,  
(1 per VS-Loop) defined using  
Excel-Target-Condition-Calculator

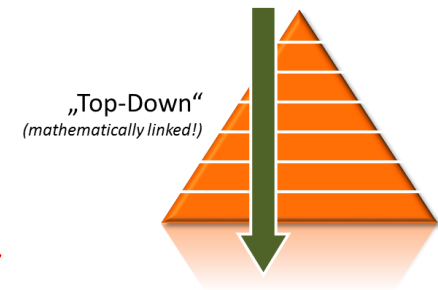


Out of the VS-Loop targets targets at the Process level are defined. A run chart per KPI is hung below and should be filled out on a daily basis.

A Target-deployment-board is many meters wide and is used on daily group coachings that take place in a sort of „war room“.  
(This board should be adapted over time to your organization's needs and improve for better visualisation and usability)

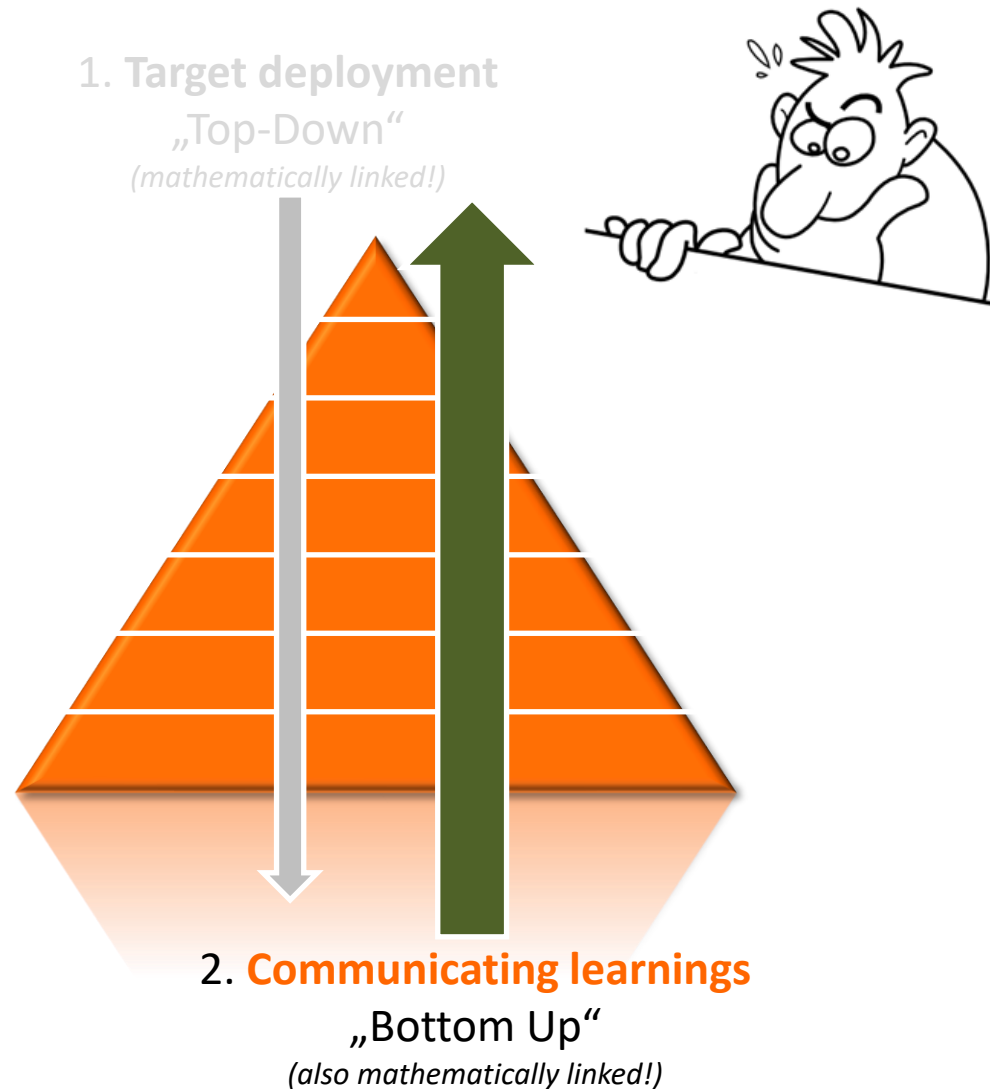
The Target development process\* is **iterative**: targets are given top-down, but must be **validated bottom-up**

PLANNING  
Target Deployment



\* also called Hoshin Kanri or Policy Deployment

# After all targets have been deployed, the „Bottom Up“- Information flow up the Chain of Coaching begins



# Kata-Coachings „as an orchestra“ must be **synchronised**

We can only sound good if each one of us sticks to one and the same takt (nobody to fast, nobody to slow!) when delivering his own part contribution to the project!





# Coaching dialogues always follow the same Structure...

① Operators in the process



Board with Forms

② Lerner, Hancho ③ Coach  
or Mentee

④ Second Coach



# Kata is Fractal and can be expanded to all levels of any hierarchical Organisation



The **collective** use of Kata sparks a **team spirit** where all learn and enjoy making their teams **even more successful!**



It's all about  
**Culture!**

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## Workshop-Agenda



Chapter 1      Introducing Value Stream Mapping

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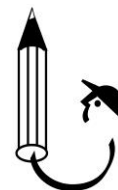
Chapter 2      Drawing a Current State VS Map  
– *practical exercise* –

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Chapter 3      Features of an efficient,  
customer-oriented Value Stream

---

Chapter 4      Drawing a Future State VS Map  
– *practical exercise* –



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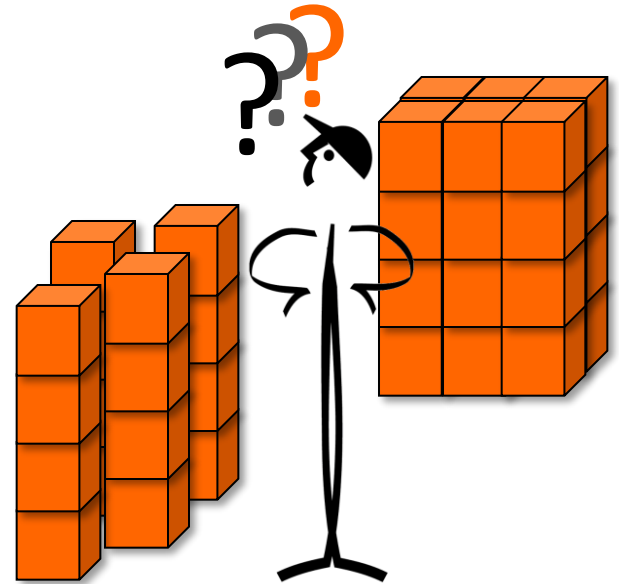
# What have we learned after 30 years of continuous improvement ?

Take the value stream perspective !

*Management needs to design an efficient, customer-oriented value stream and lead the implementation.*

Can you see the **Flow**?

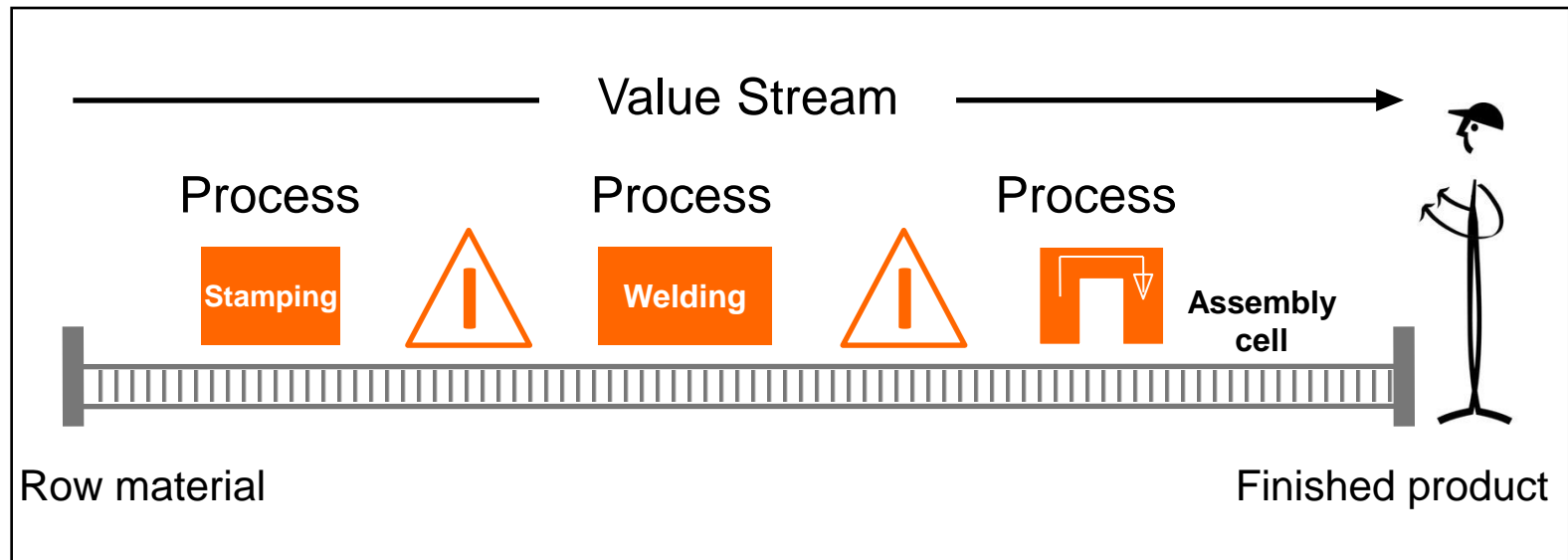
We need an effective way to understand and explain our value stream targets.



# Process & Value Stream Improvement

“Process-Kaizen”  
“Point-Kaizen”

“Flow-Kaizen”  
“Systems-Kaizen”



## Value Stream =

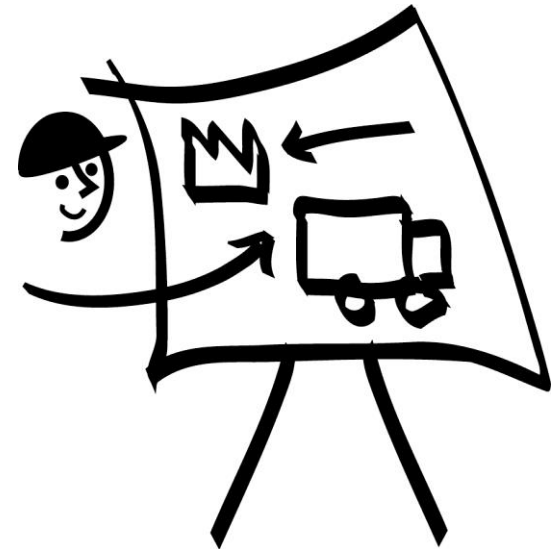
The flow of all activities (value-added and non-value-added), from raw materials into the hands of the customers which are necessary to produce a product for which the customer is willing to pay.

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## A helpful step: Value Stream Mapping

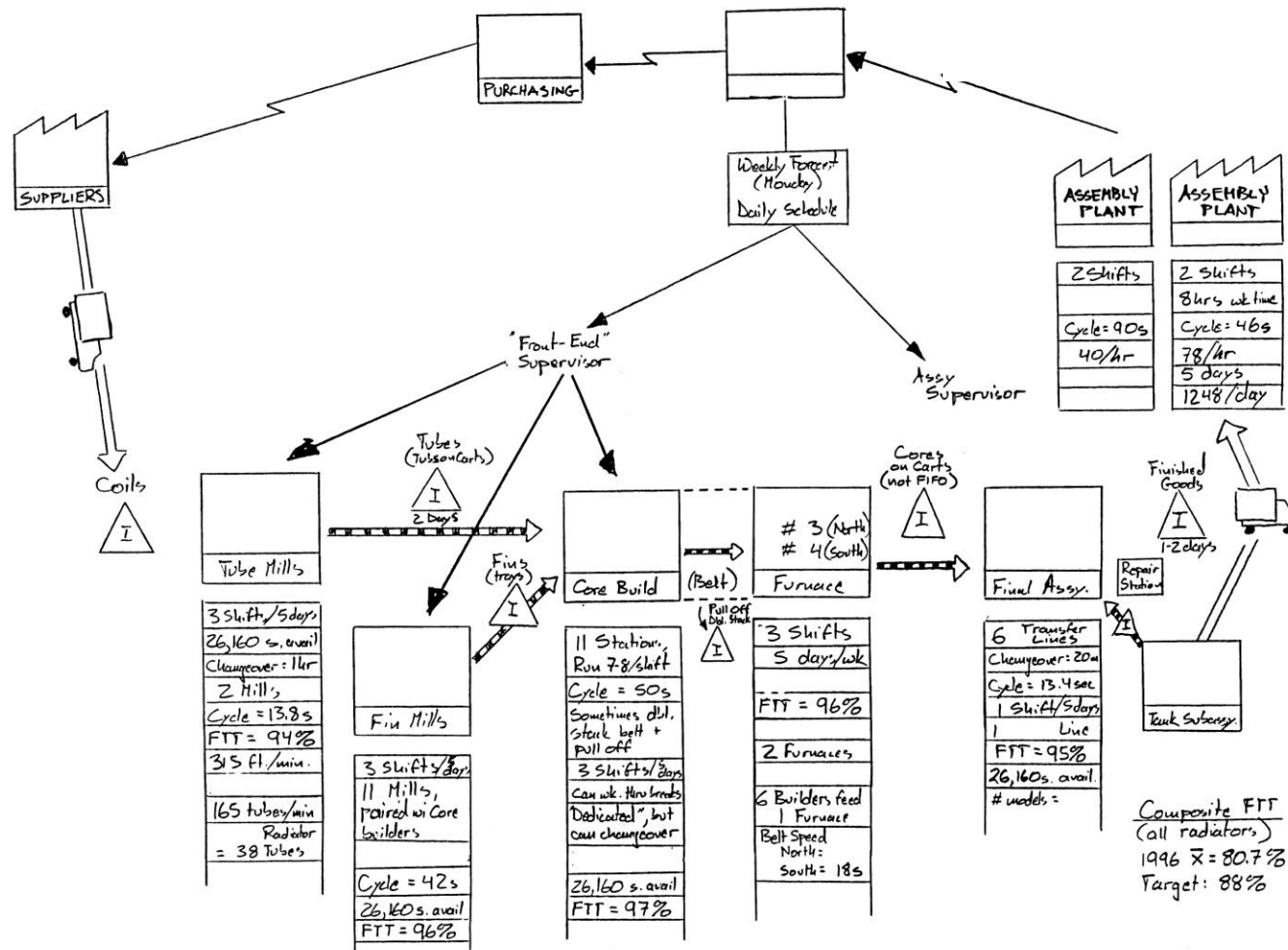
Trace the path of a product from beginning to end and draw a **visual representation** of all processes necessary to keep your **material and information flowing**.

Then draw a „**Target Condition**“ showing how your Future Value Stream should look like in a time frame of **6-18 months**.

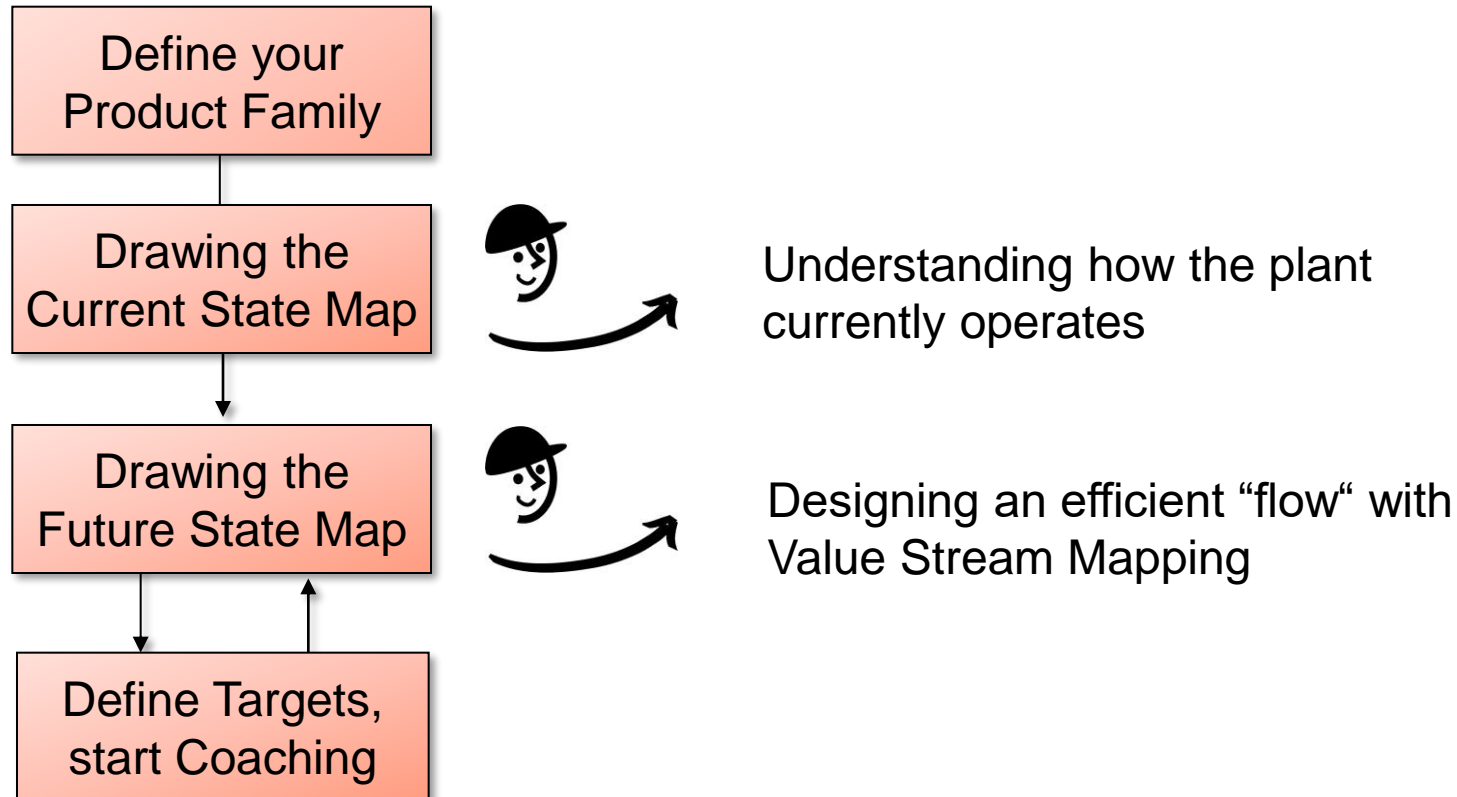




# Acme Radiators – Current State



## Use of value stream mapping method



## Focus on a single Product Family at a time

Define your product family by finding  
shared production processes and machines

		Assembly Steps & Equipment							
		1	2	3	4	5	6	7	8
PRODUCTS	A	X	X	X		X	X		
	B	X	X	X	X	X	X		
	C	X	X	X		X	X	X	
	D		X	X	X			X	X
	E		X	X	X			X	X
	F	X		X		X	X	X	
	G	X		X		X	X	X	

A Product Family

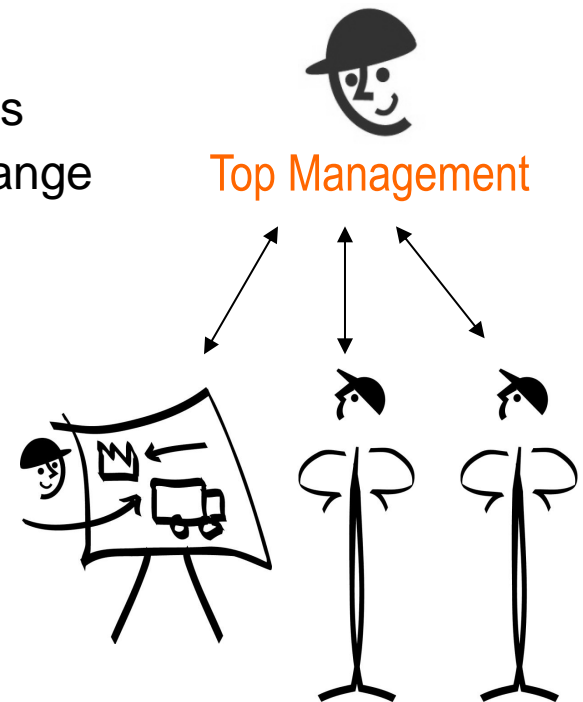
# Value Stream Manager

Every value stream needs a Value Stream Manager!

-> someone who manages products across all functions

Give responsibility for Value Stream Mapping and its implementation to managers capable to support change across departmental boundaries.

The Value Stream Manager should report directly to the company's "Top Management".



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## Levels of Value Stream application

**Begin here!**



One plant („door to door“)

Process level

Many plants inside your organization

Many plants along whole supply chain

---

## What is different?

- Change of perspective
- Focus on Lead Time reduction
- Focus on the interfaces between processes
- Material- und Information flow
- Simple representation on a single sheet of paper
- Continuous refinement of the vision by iterative learning





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Chapter 1      Introducing Value Stream Mapping

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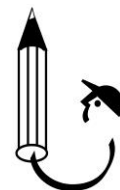
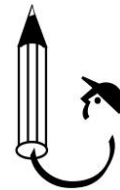
Chapter 2      Drawing a Current State VS Map  
– *practical exercise* –

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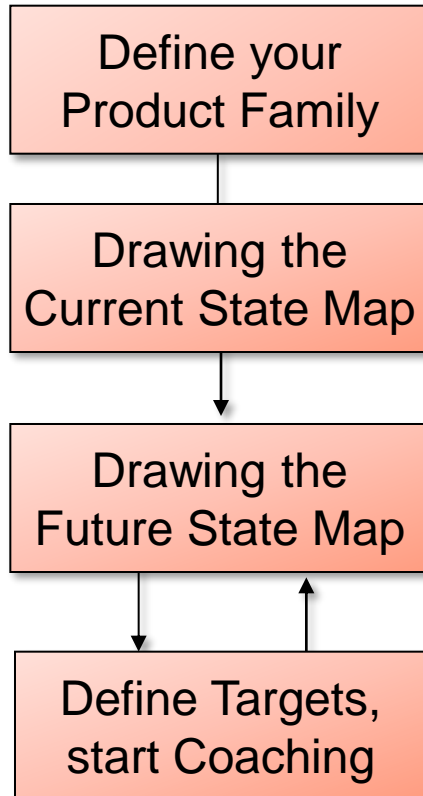
Chapter 3      Features of an efficient,  
customer-oriented Value Stream

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Chapter 4      Drawing a Future State VS Map  
– *practical exercise* –



## Drawing the Current State Map



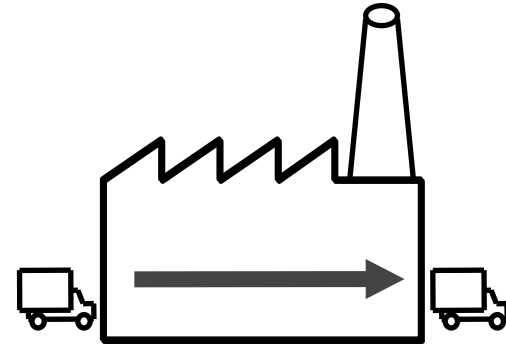
Understanding how the plant currently operates:

- Material and Information flows
- Draw using standardized symbols
- Start at the “door to door” level
- Walk yourself along the value stream and draw your map by hand, using just a pencil
- **No standard times!**
- The current state is the basis for the next steps
- With new products, try to find and analyse similar value streams

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## Case example: Stamping Inc.

Stamping Inc. produces various components for the car industry.



This case relates to a product family of steel dashboard supports made in two versions (a left-hand drive and right-hand version).

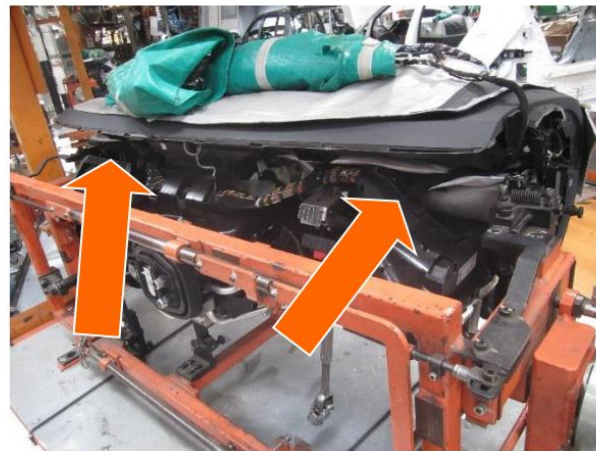
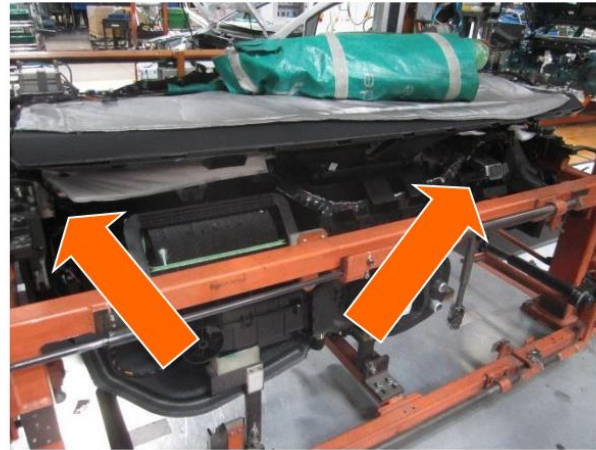
These components are delivered to a car assembly plant in Cologne, Germany.

## Case example: Stamping Inc.

### The steel dashboard support



Steel dashboard support



Die Armaturen Brettstütze

---

## Case example: Stamping Inc. - continuation -

### Customer demand:

- 18.400 pieces per month
  - 12.000 per month „left“
  - 6.400 per month „right“
- Shipping container with 20 supports. The customer orders per container (several containers per order).
- The assembly plant receives a truck delivery every day

### Working hours:

- 20 days per month
- Two shifts per day in all manufacturing departments
- 8 hours per shift, overtime is possible if required
- Two 10-minute breaks per shift. During breaks, manual processes stop running.
- Unpaid lunch break.

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## Case example: Stamping Inc. - continuation -

### Production processes :

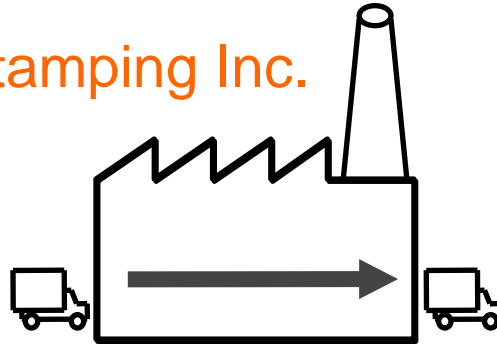
The process steps of this product family at Stamping Inc. include punching metal parts, spot welding them and subsequent assembly. After finishing, the components are brought to the shipping dock where they get sent daily to the car assembly plant.

The changeover time for the stamping press takes 1 hour and another 10 minutes at the spot welding process, necessary to change fixtures.

The Ruhr AG supplies Stamping Inc. every Tuesday and Thursday with steel coils .



## Case example: Stamping Inc.



### 1) **STAMPING** (Shared process for many value streams)

- Cycle Time C/T: 1 sec. (60 pcs/min.)
- Change over C/O: 1 hour
- Automated 200-Ton Press with coil feed
- Uptime: 85 %
- Current buffer stock:
  - 4.600 stamped parts „left“
  - 2.400 stamped parts „right“
  - 5 days row steel or coils

### 2) **SPOT-WELDING-STATION I**

- Manual process with one operator
- Cycle Time C/T: 39 sec.
- Change over C/O : 10 min (Change of fixture)
- Uptime: 100 %
- Current buffer stock:
  - 1.100 pieces „left“
  - 600 pieces „right“

### 3) **SPOT-WELDING-STATION II**

- Manual process with one operator
- Cycle Time C/T: 46 sec.
- Change over C/O: 10 min (Change of fixture)
- Uptime: 80%
- Current buffer stock :
  - 1.600 pieces „left“
  - 850 pieces „right“

### 4) **ASSEMBLY-STATION I**

- Manual process with one operator
- Cycle Time C/T: 62 Sek.
- Change over C/O : none
- Uptime : 100%
- Current buffer stock :
  - 1.200 pieces „left“
  - 640 pieces „right“

### 5) **ASSEMBLY-STATION II**

- Manual process with one operator
- Cycle Time C/T: 40 Sek.
- Change over C/O : none
- Uptime : 100%
- Current buffer stock :
  - 2.700 pieces „left“
  - 1.440 pieces „right“

### 6) **SHIPPING DEPARTMENT**

- Disposition of the finished goods from warehouse
- Packaging for shipment by truck

---

## Case example: Stamping Inc. - continuation -

### Production Planning at Stamping Inc.:

- Receives customers 90/60/30-day forecast and enters it in the PPC system.
- Sends a 6-week-forecast via PPC system to the Ruhr AG.
- Secures steel coil deliveries by a weekly fax order to the Ruhr AG.
- Receives daily a binding order from the Cologne plant.
- The PPC system calculates a weekly production plan for all departments, based on sales orders, WIP, finished goods inventory and expected production losses (scrap, rework, downtimes).
- Sends the weekly production plan to the stamping, welding and assembly departments.
- Sends a daily shipping list to the shipping department.

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## Typical steps for drawing the Current State Map

- Determine Customer information and demand
- Quick walk along the value stream to identify the sequence of main processes
- Fill out data boxes, draw inventory triangles, note inventories
- Draw supplier processes
- How does each process know what to produce next? (draw Information flow)

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## Typical steps for drawing the Current State Map

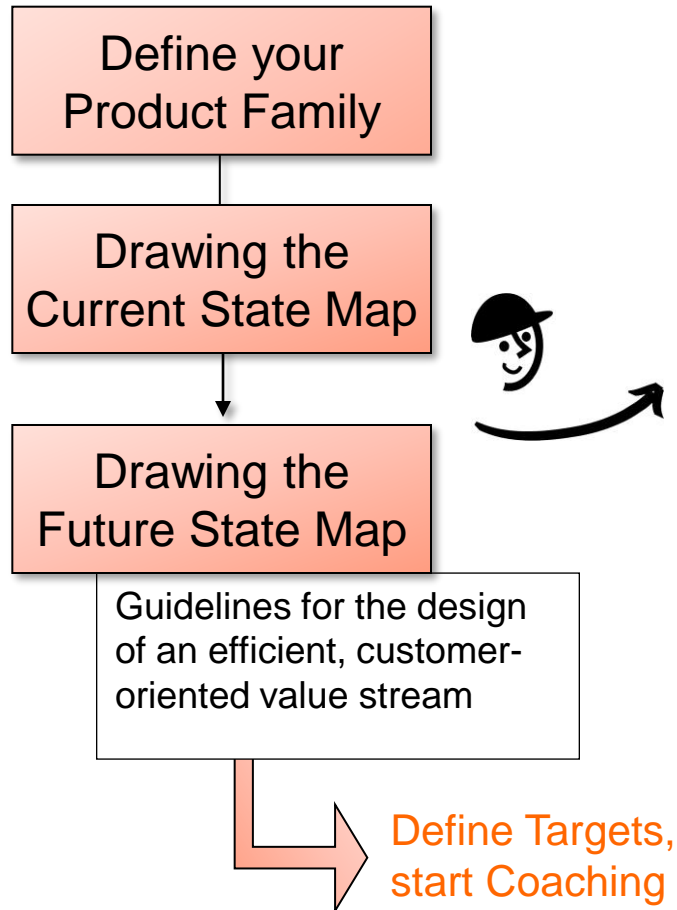
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- Quick walk along the value stream to identify the sequence of main processes
- Fill out data boxes, draw inventory triangles, note inventories
- Draw supplier processes
- How does each process know what to produce next? (draw Information flow)
- Where is the material being pulled or pushed to the next process?
- Calculate the total Lead Time of our Value Stream

---

## Some questions to understand the Current State of your Processes

- What is the Cycle Time c/t of your process?
- What is the Change Over c/o time for this machine or process?
- How reliable is this process/ What is the current downtime of this machine?
- What is the Lot Size/ Container Size for finished parts at this process?
- How large are the Buffers between and inside every single process?
- How many operators are running this process?
- How many different types/variants do you have at this process?
- Working time/shifts per day?
- Rework/Scrap rate?
- Lead Time and Total Process Time?

## Drawing the Future State Map



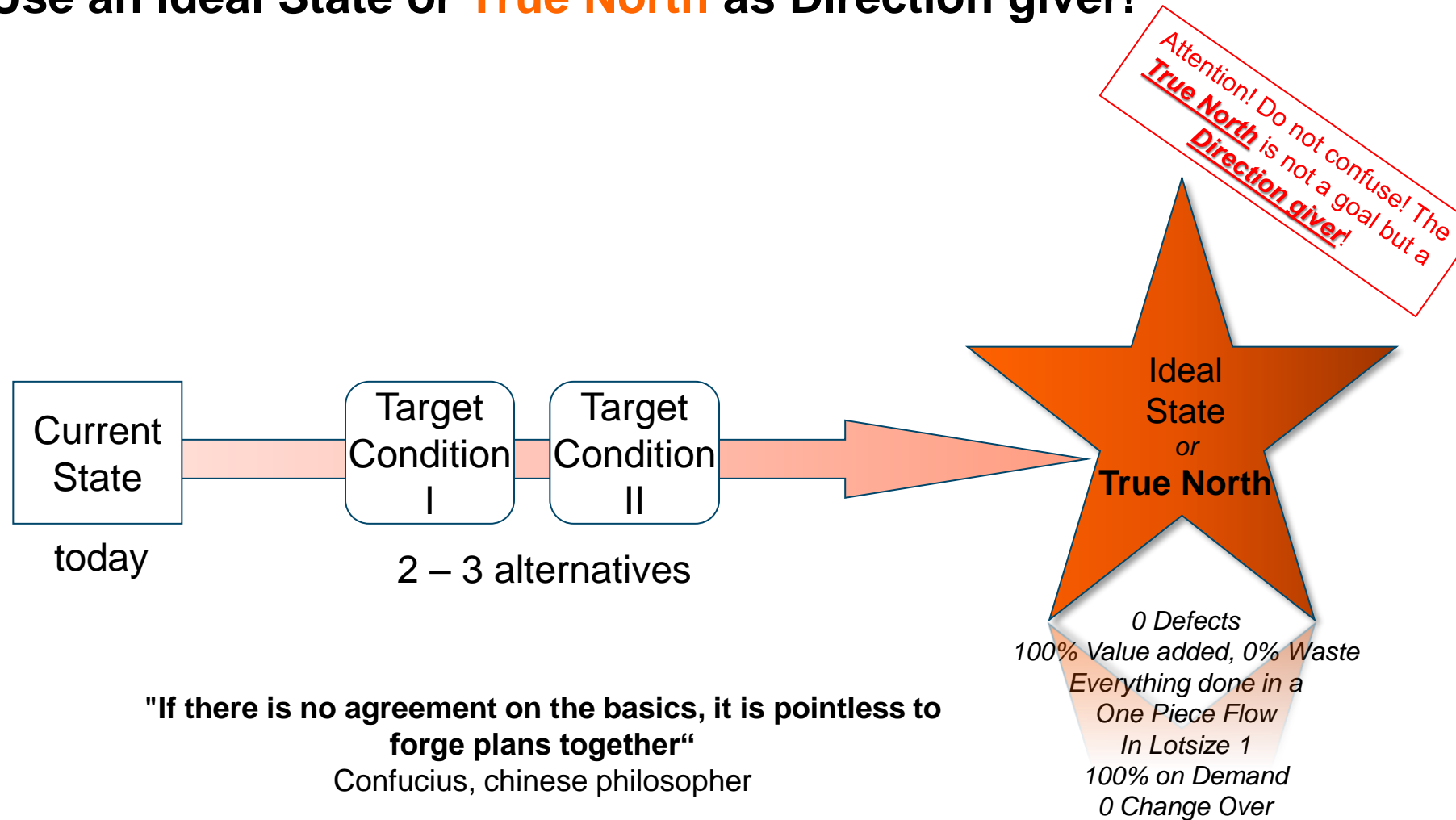
The Design of an Efficient Flow:

... this is the strength of Value Stream Design

- A Target State Map is your working basis
- 70 % accuracy for the Current State is enough, since you will continuously refine your map as you keep learning (use a pencil!)
- Material- and Information Flow
- Start at the Current State Map
- The first iterations should start with existing machines and processes: we should relocate, combine or remove equipment, making only smaller purchases.

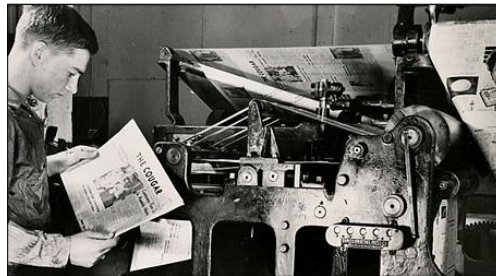


# Use an Ideal State or **True North** as Direction giver!



# Developments towards **True North** can be seen over the **Centuries!**

## Printing



**True North**

## Music



## Photography



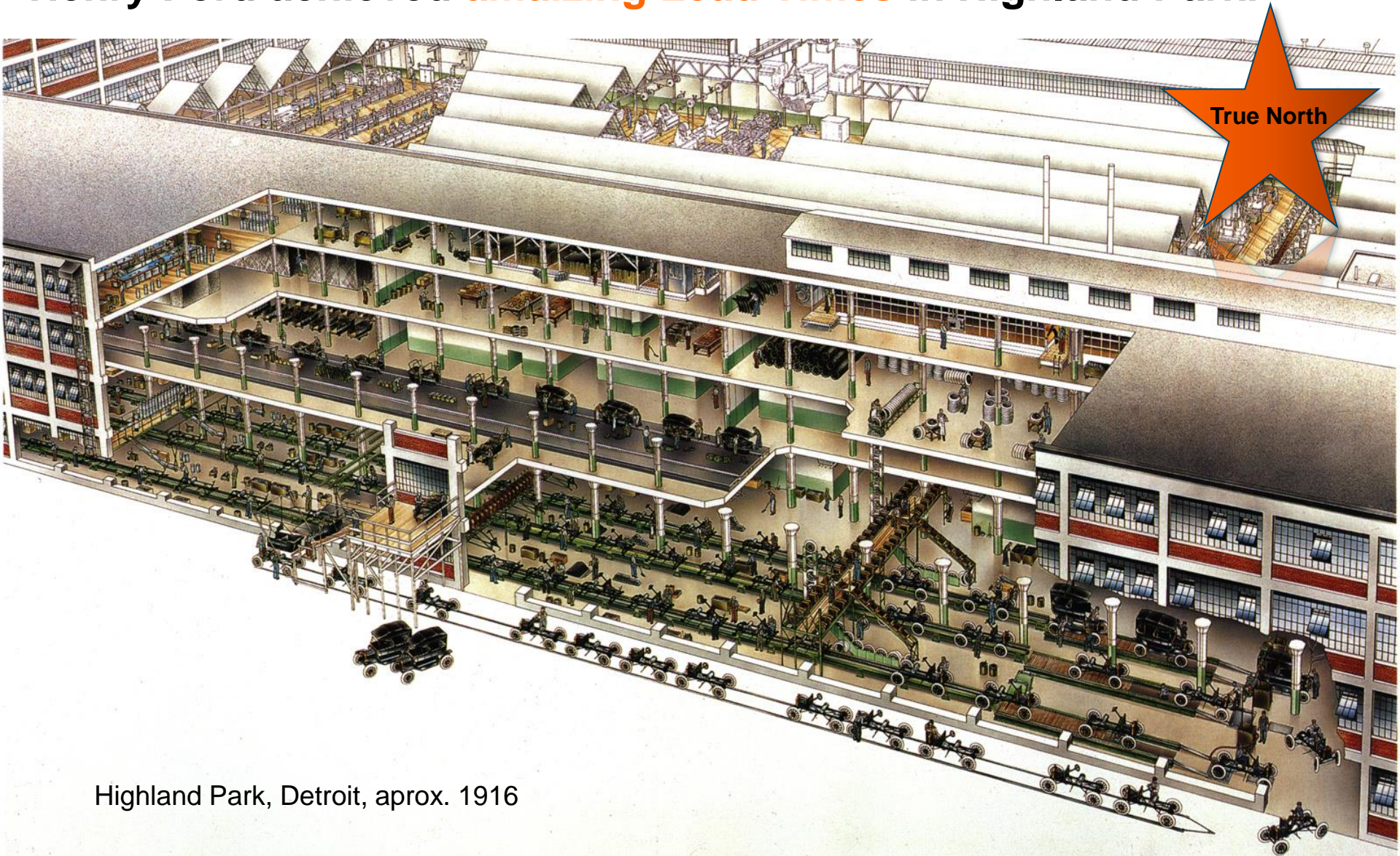
*Large Lots, long Change Overs,  
expensive, long Lead and Waiting Times*



*Lotsize 1, no C70, cheap, shortest  
Lead Time, often no waiting at all!*



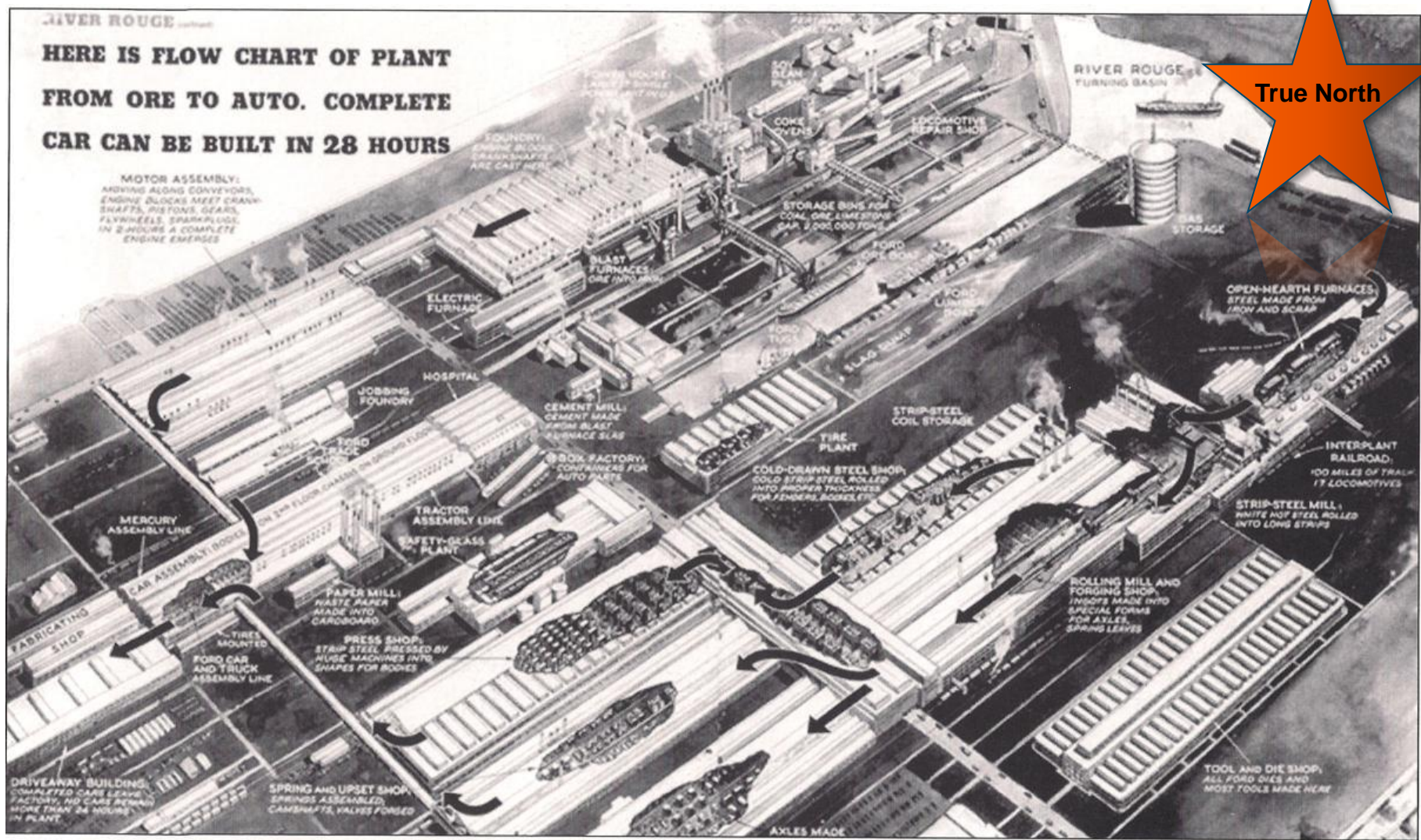
# Henry Ford achieved amazing Lead Times in Highland Park!



Highland Park, Detroit, aprox. 1916



# Henry Ford achieved even better **Lead Times** in River Rouge!



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# Workshop-Agenda

Chapter 1      Introducing Value Stream Mapping

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Chapter 2      Drawing a Current State VS Map  
– *practical exercise* –

---



Chapter 3      Features of an efficient,  
customer-oriented Value Stream

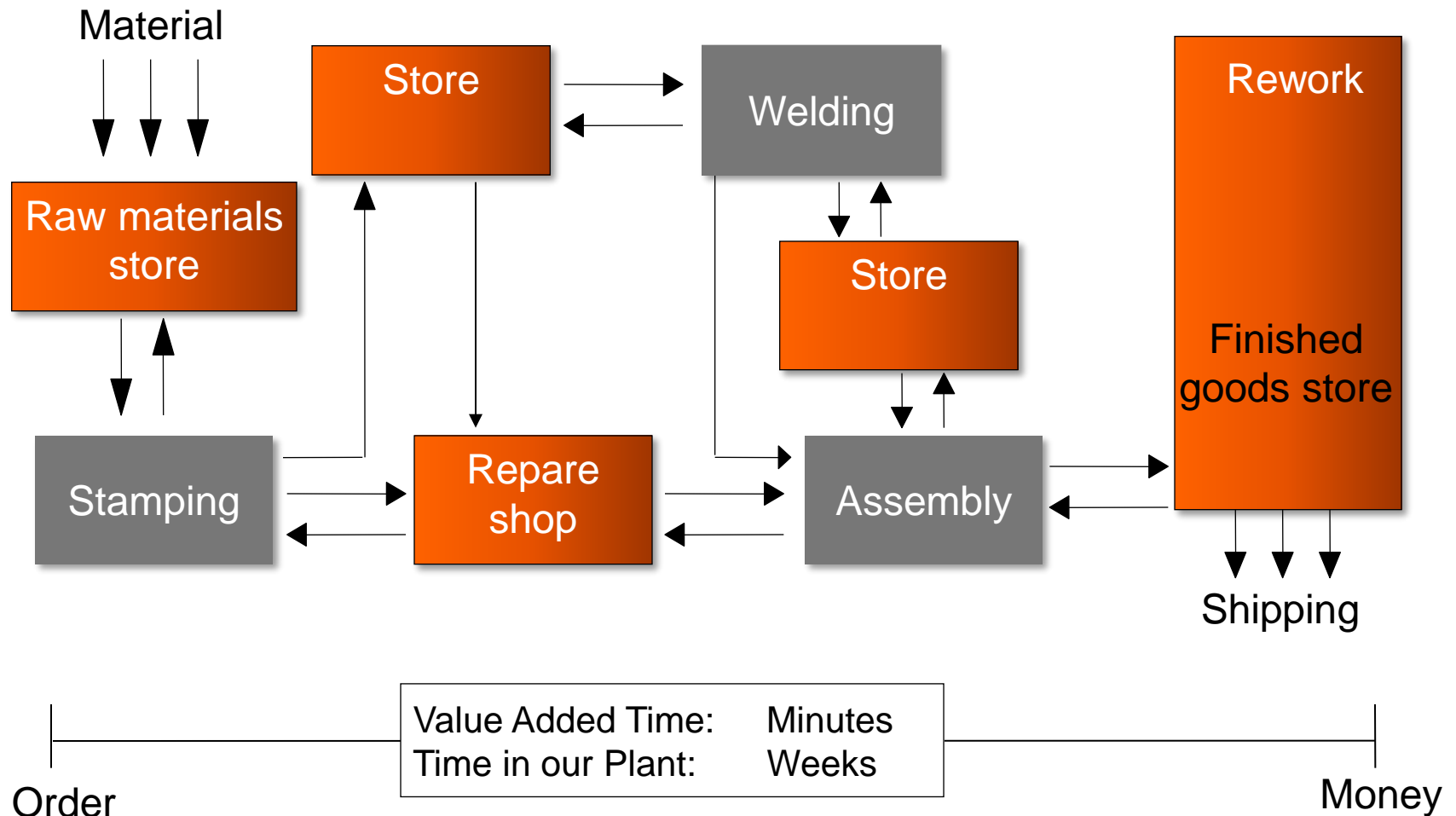
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Chapter 4      Drawing a Future State VS Map  
– *practical exercise* –

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## Mass production: huge Lots, material push, „Silo-thinking“



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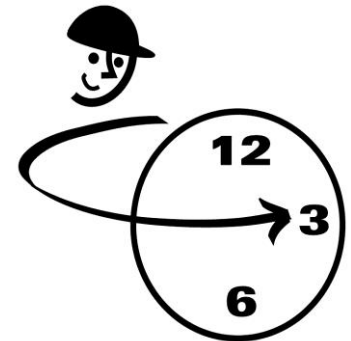
## Waste



Waste are activities that do not add value for the customer.



Waste costs you Time and Money.



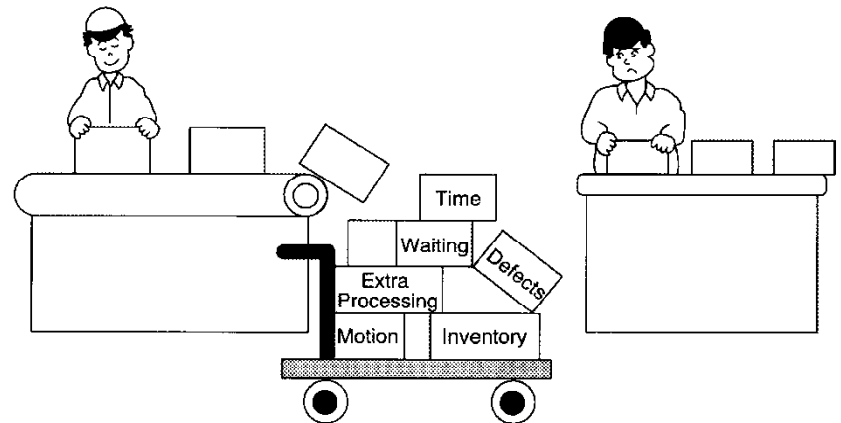
Important points to make about „Waste“:

- Waste implies there are Problems hidden in your Value Stream.
- Waste is rather a Symptom than the Root Cause of a Problem.
  - ➡ We must find and eliminate the Root Causes of our Problems and Wastes.

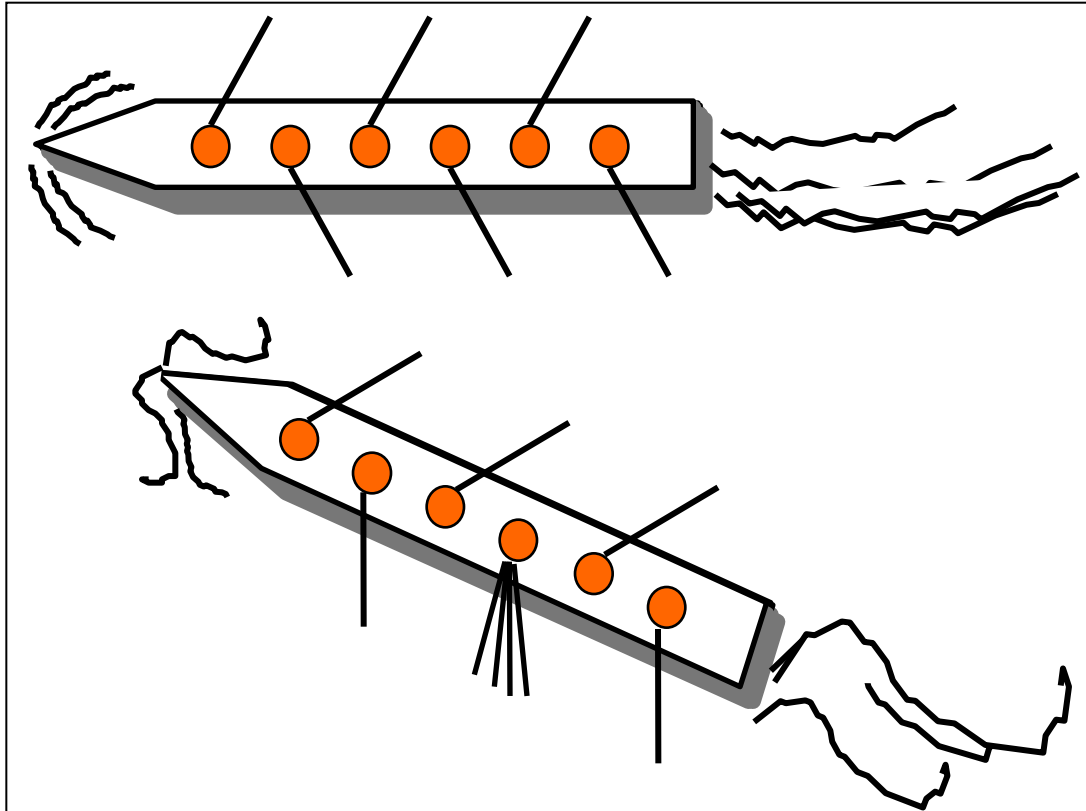


## „Overproduction“

- = **More**  
production, as needed for the next process
- = **Earlier**  
production, than needed for the next process
- = **Faster**  
production, than needed for the next process



## Individual Performance versus Systems Performance



Question:  
How fast should  
we all produce?



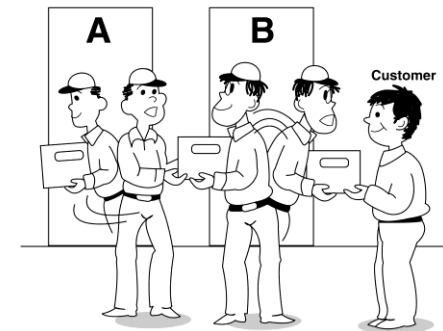
## 1. Customer Takt

The Customer Takt is a Production Rate which is based on our Sales Rate.

The Customer Takt helps in synchronizing the Assembly Rhythm with the Sales Rhythm .

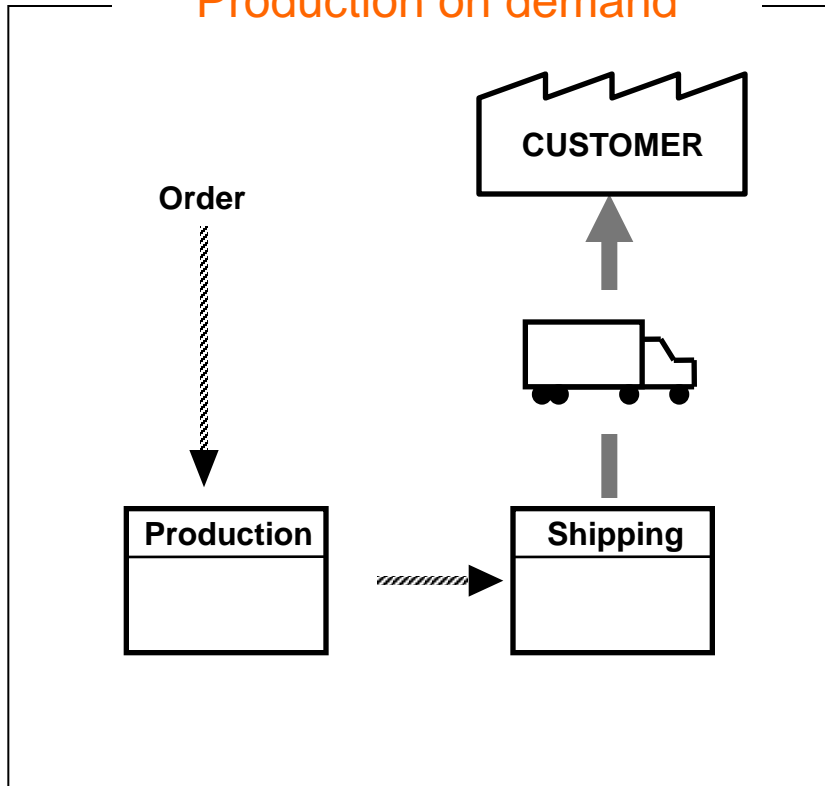
$$\text{Customer Takt} = \frac{\text{Available uptime per shift}}{\text{Customer demand per shift}}$$

$$\text{Customer Takt} = \frac{27.600 \text{ sec.}}{460 \text{ pcs.}} = 60 \text{ sec.}$$

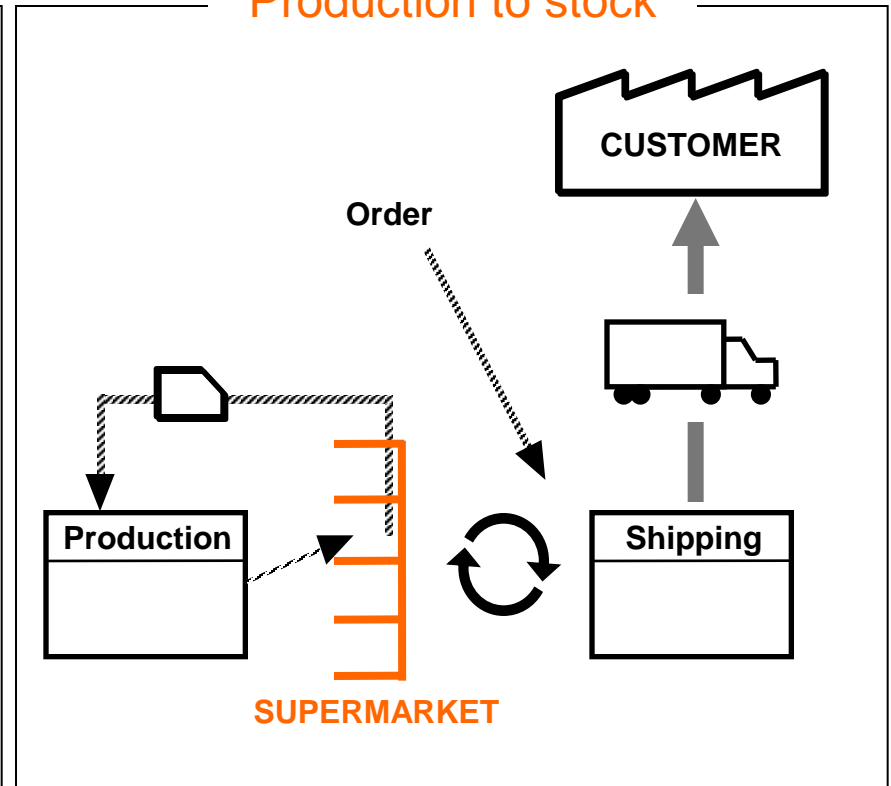


## 2. Producing according to customer demand or to stock?

Production on demand

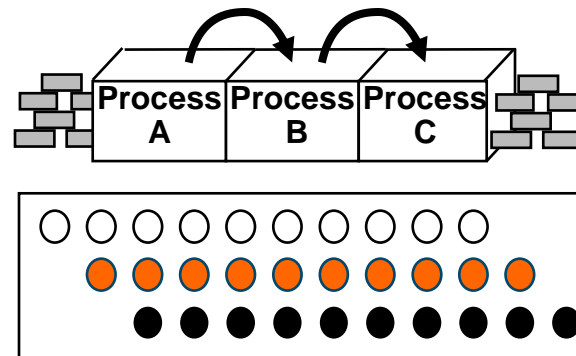
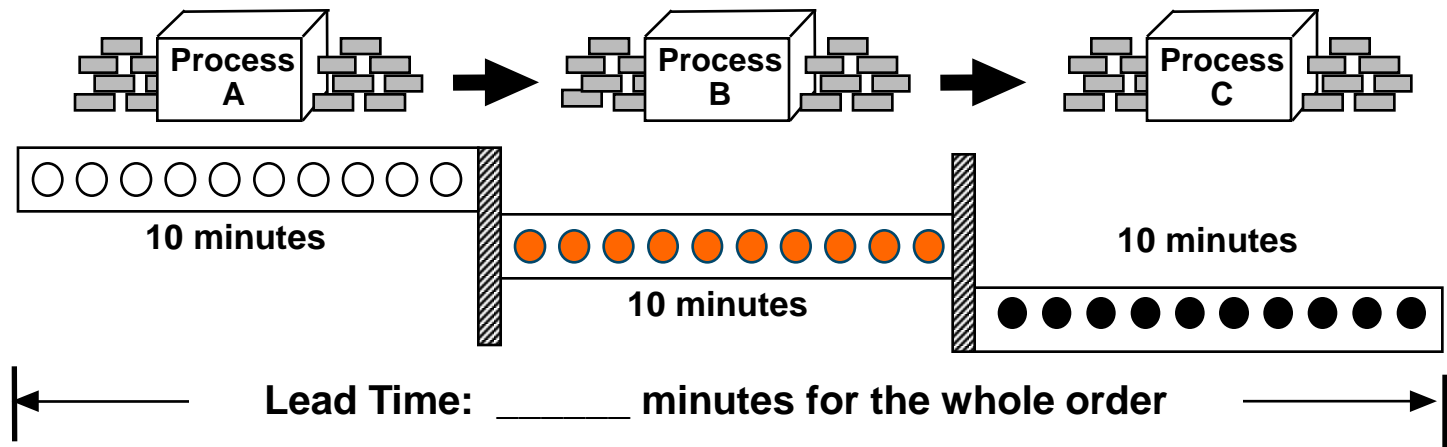


Production to stock



### 3. Continuous flow or One Piece Flow

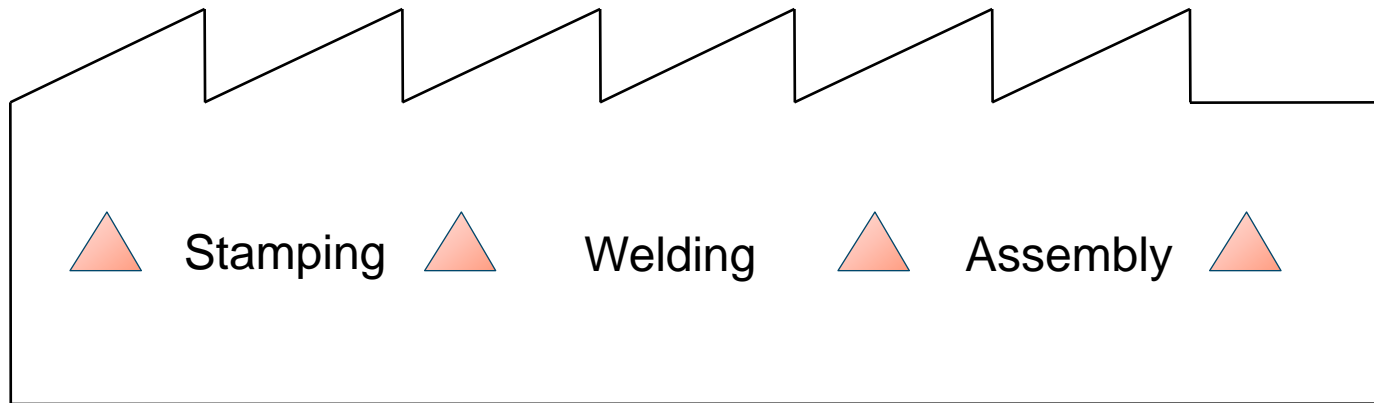
#### a) Batch and Queue Production



#### b) Continuous 1x1-Flow

## Problematic Places in your Flow

**Where does the One-Piece-Flow end?**



Customer



How can we control production between flow segments?  
Should we use a PPC-based production planning system?

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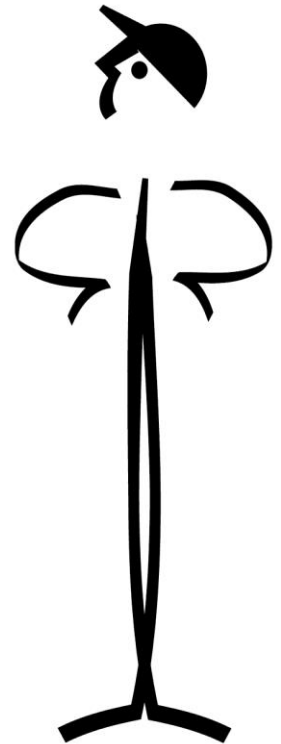
## Planning your Production?



**Production schedules change constantly**



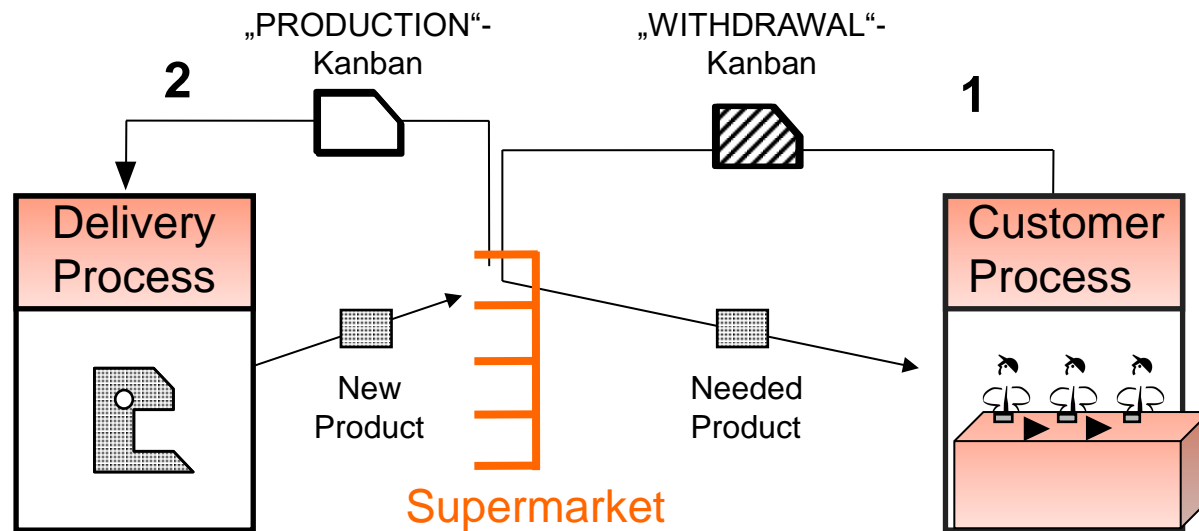
**Production never goes according to plan**





## 4. Supermarkt-Pull-Systems

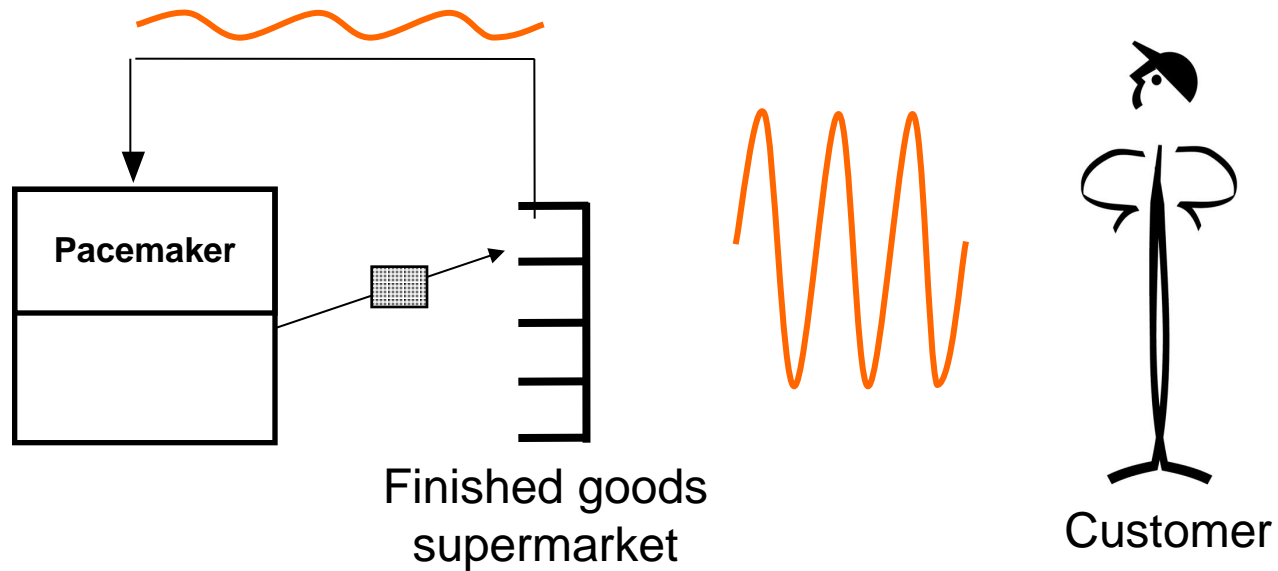
Customer process goes to the supermarket and picks what is currently needed.  
The delivery process only produces to refill the collected products.



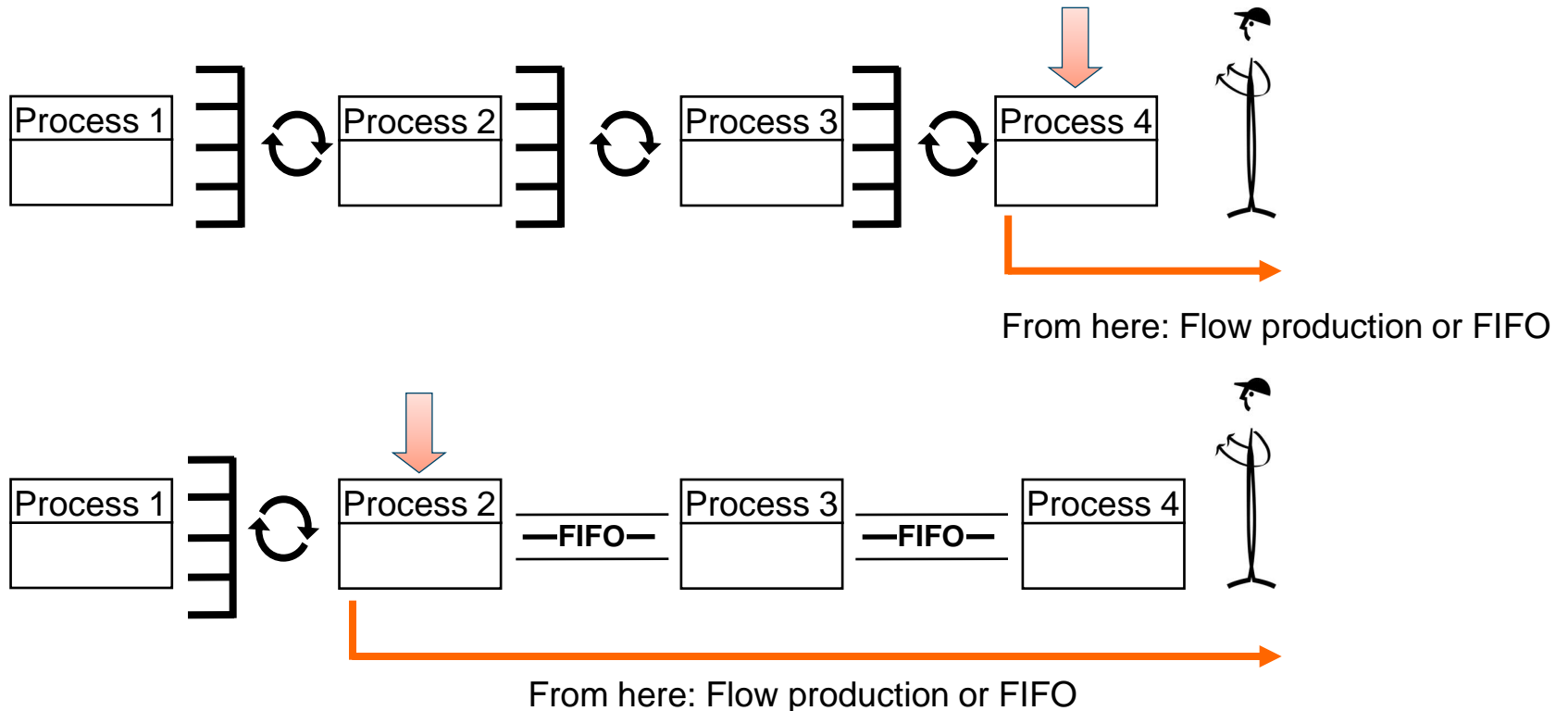
Purpose:

- One way to regulate the flow between production processes
- Builds a chain among processes, connected to through customer-supplier relationships
- Makes Problems visible
- Allows continuous, step by step elimination of the supermarket

## Compensating daily fluctuations



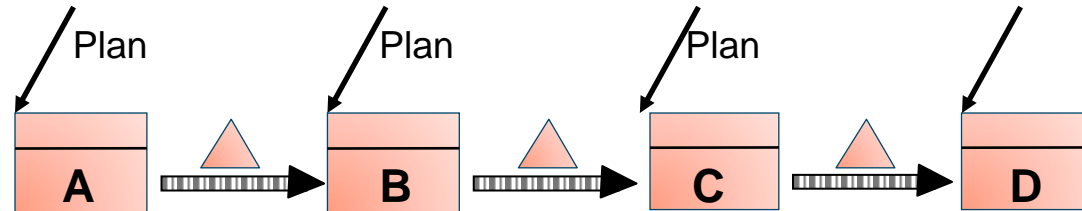
## 5. Try to schedule only one point (pacemaker) of the value stream!



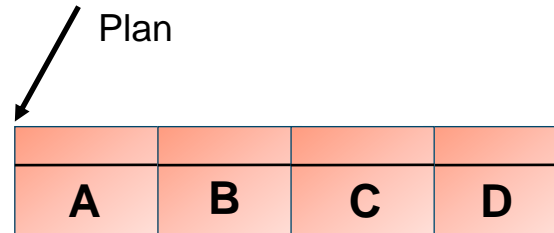
Use Flow production whenever possible, otherwise use Supermarket-Pull or FIFO

## Alternatives to Push

Push

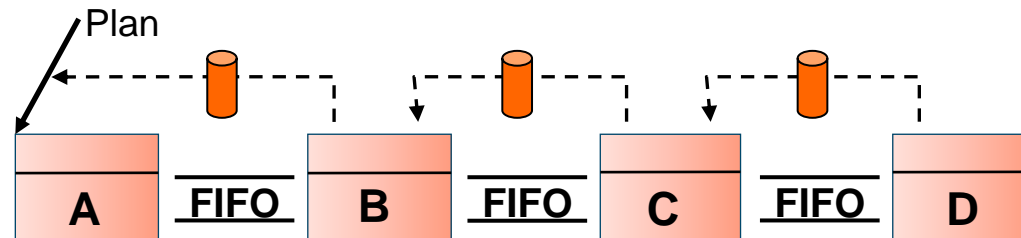


One Piece Flow 1.)

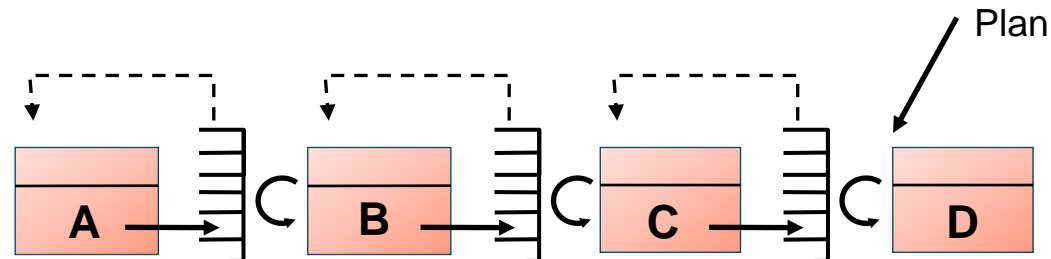


FIFO 2.)

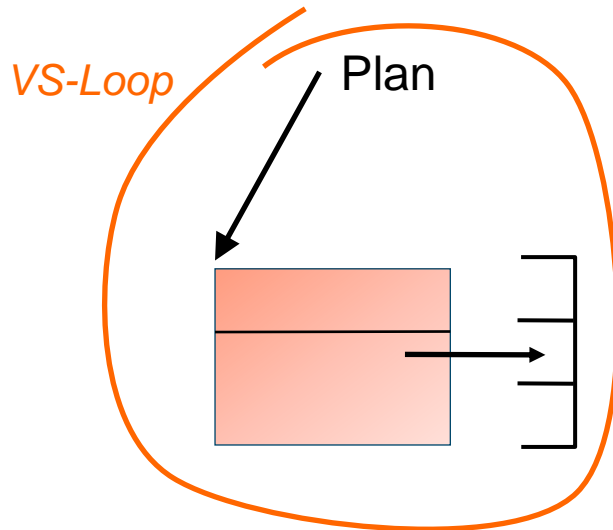
(with a defined max. Buffer)



Supermarket Pull 3.)



# What is a Value Stream LOOP?

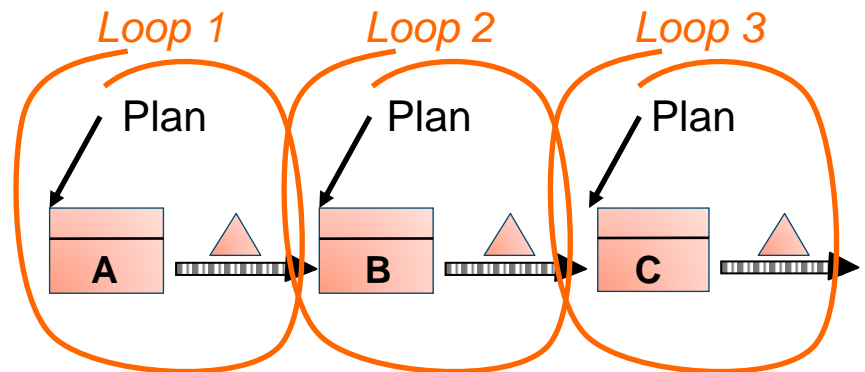
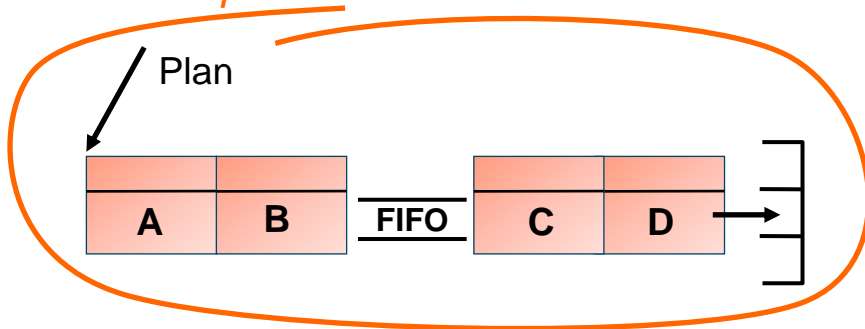


In a Value Stream Loop:

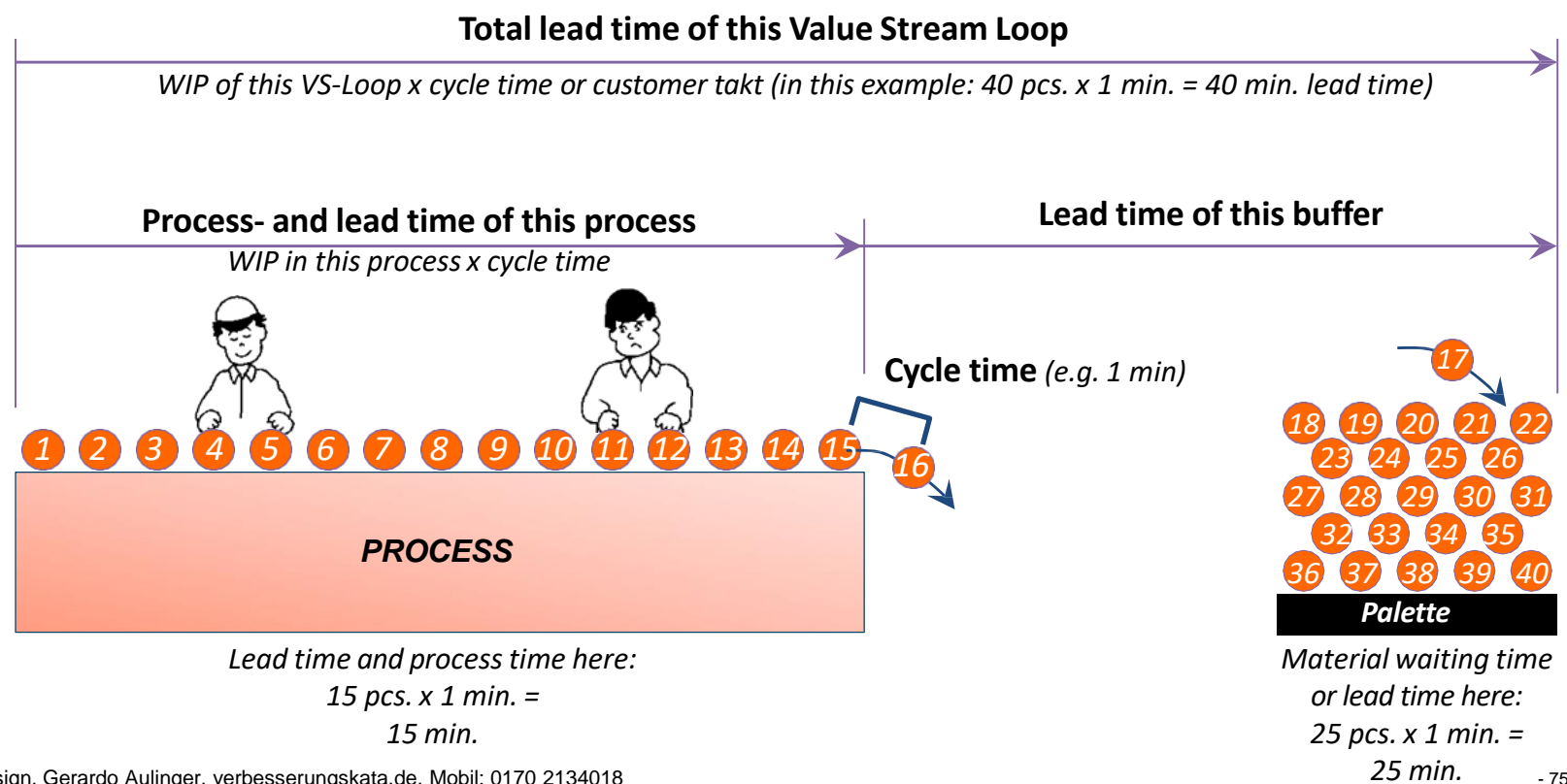
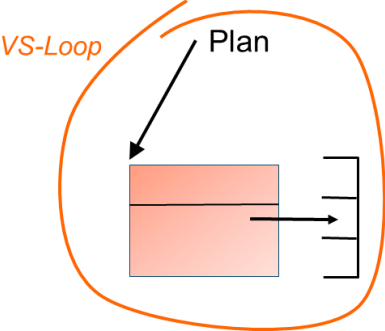
- only one point gets a production plan
- the material flows in a continuous FIFO stream (*not necessarily in a one-piece-flow!*)
- there is always a buffer or supermarket at the end
- there might be many processes
- there might be many FIFO-buffers

Two examples:

*A VS-Loop*



# How are process- and lead-times related to the WIP and cycle time?



## 6. Small Lot Production and fixed Change Over Sequences

Bad:

Production Plan	
Monday.....	400 A
Tuesday .....	100 A, 300 B
Wednesday.	200 B, 200 C
Thursday....	400 C
Friday.....	200 C, 200 A

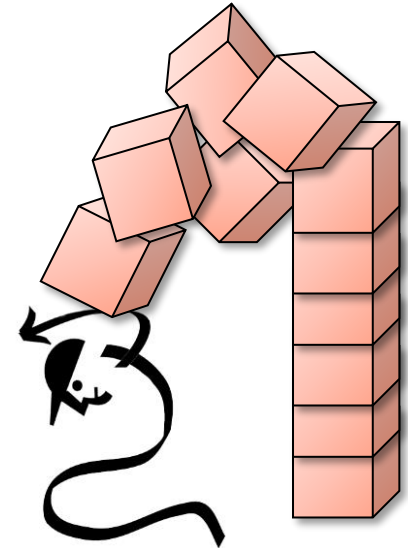
(Ergebnis)

Better:

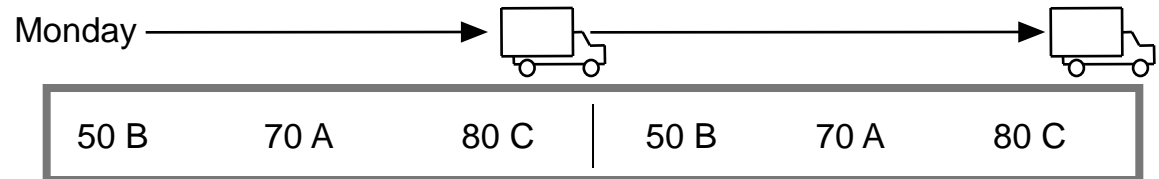
Monday:

140 A      100 B      160 C

jedes Teil jeden Tag



even better:



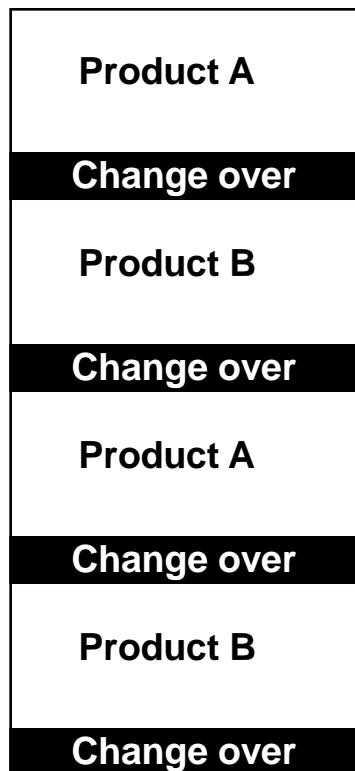
Every Part to Every Delivery Slot ("Window")

**IMPORTANT:** Short Change Over and frequent C/O at the delivery process!



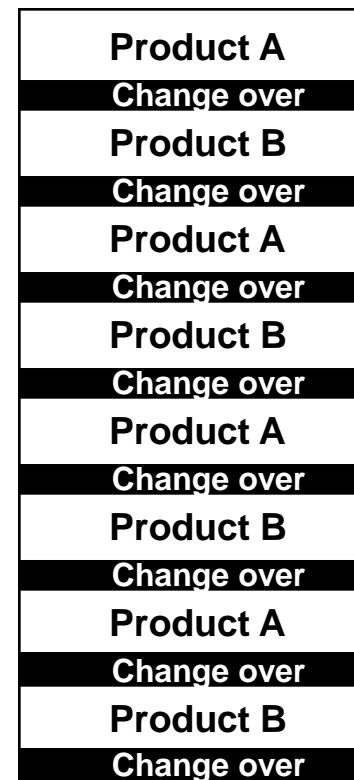
Halving the C/O times leads to halving the Lot Sizes, leading to halving the necessary buffers and Lead Time

**Before:**

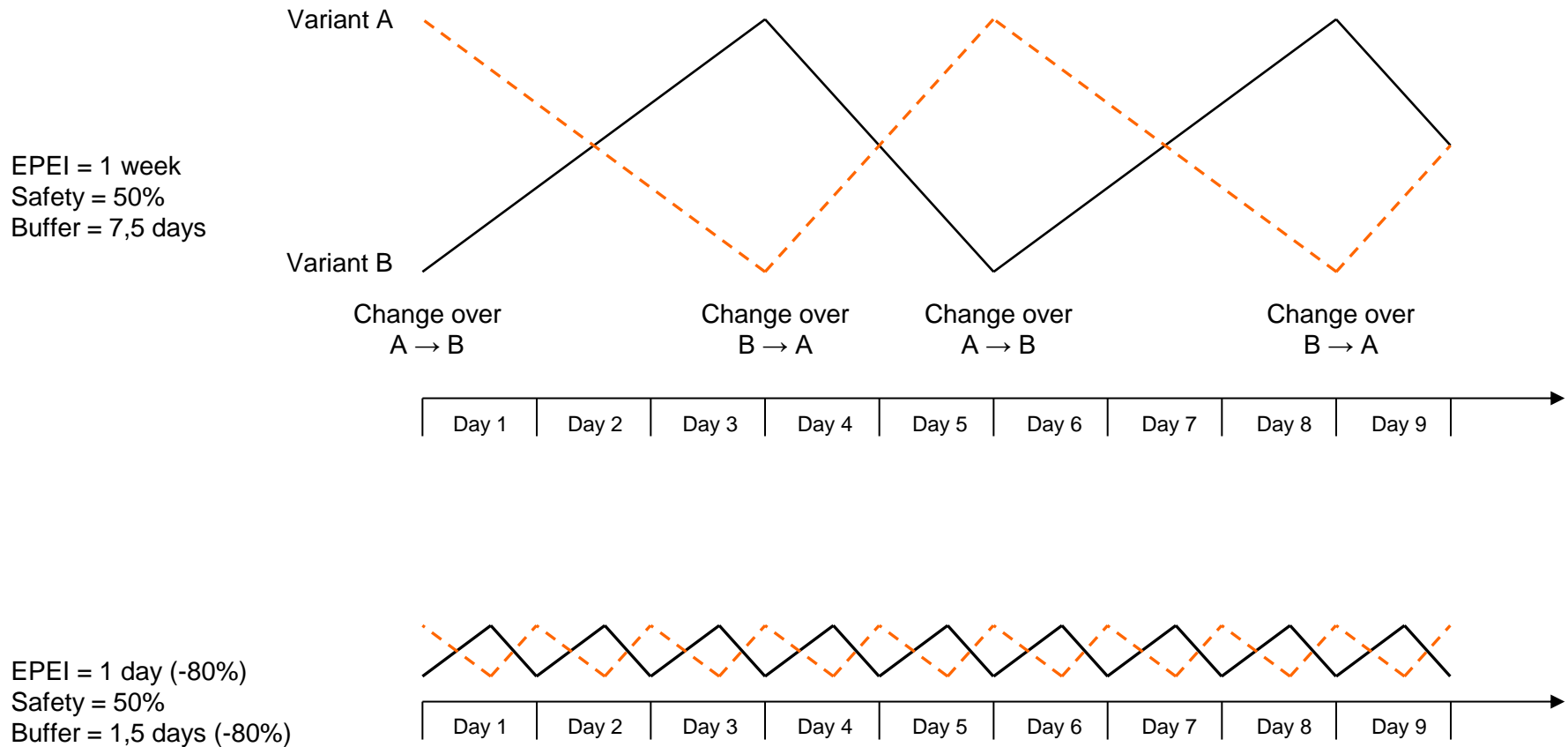


8 Std.

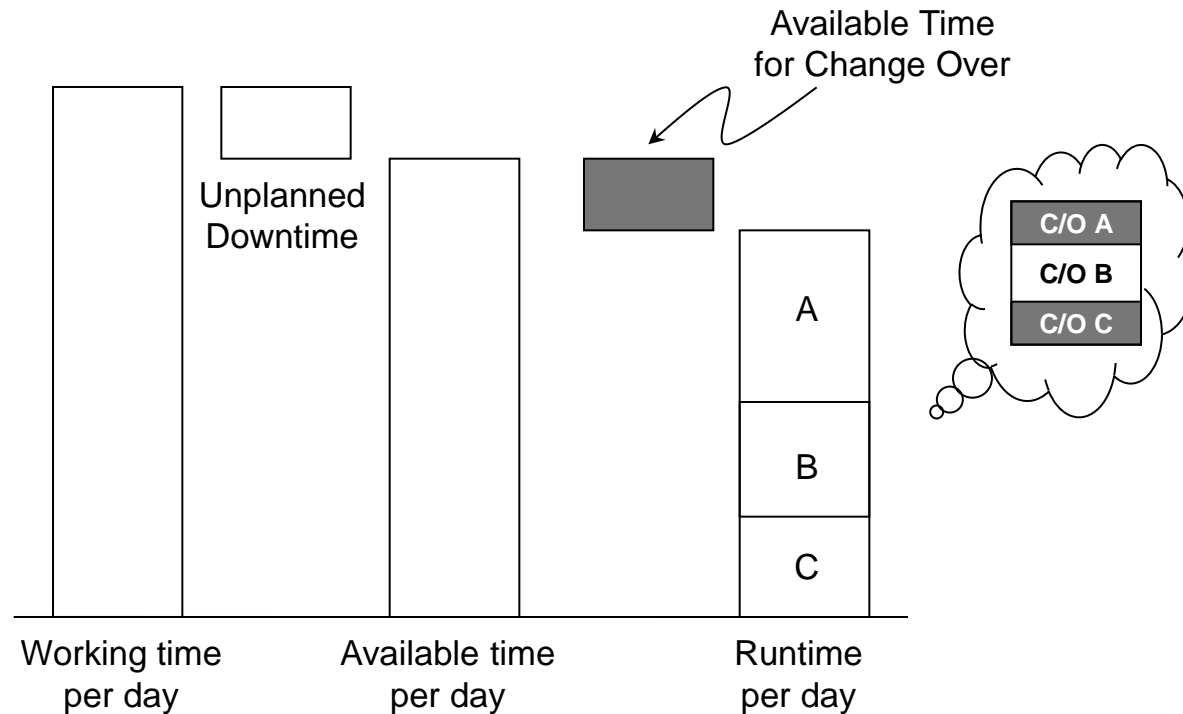
**C/O time reduced:**



# How does EPEI influence your Buffer and Lead Time?

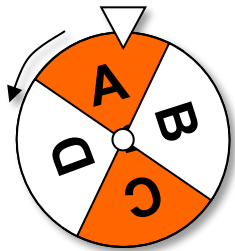


## How do you calculate your EPEI?



$$\text{EPEI} = \frac{\sum_i (\text{Change over}_i)}{\text{Available time per day} \times \text{Uptime} - \sum_i (\text{Customer demand per day}_i \times \text{Cycle Time}_i)}$$

## How do you calculate your EPEI?



Rüstscheibe

What is the current EPEI of the stamping press at Stamping Inc.?

Available working time = 2 sh. x 8 hs. x 60 min - 2 x 20 min = 920 min

Uptime = 85%

$i = 4$  Types

Customer demand: Type A = 600 pcs/day, CT = 1 sec, C/O = 60 min

Type B = 320 pcs/day, CT = 1 sec, C/O = 60 min

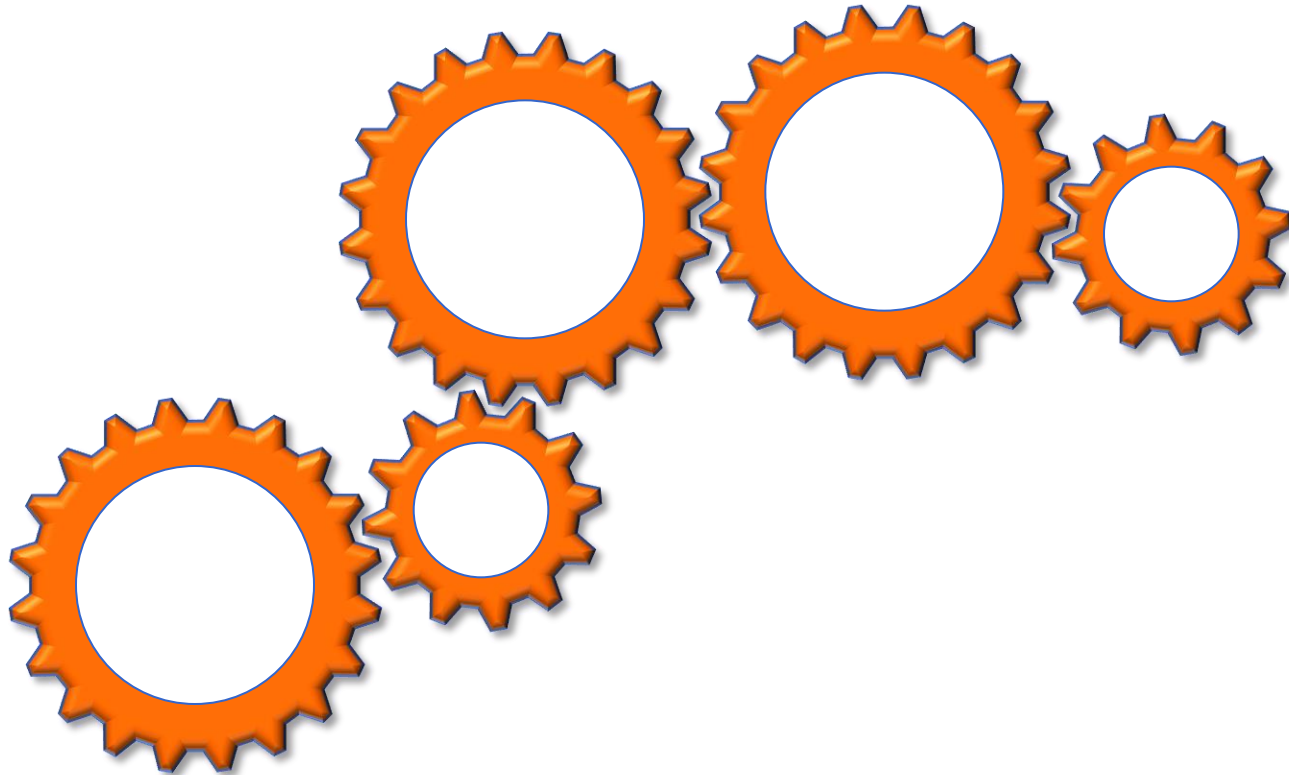
Type C = 2.400 pcs/day, CT = 5 sec, C/O = 60 min

Type D = 6.200 pcs/day, CT = 5 sec, C/O = 60 min

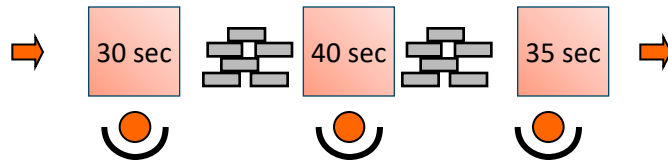
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## What happens with a lean flow...

- ... when a machine has a problem?
- ... if defect parts get mixed into the processes?



# U-shaped-cells simplify balancing and continuous improvement

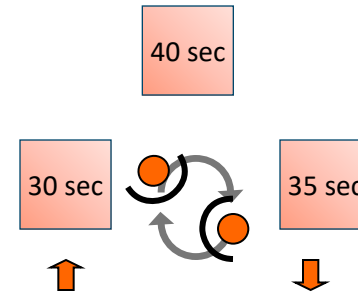


630 pcs / 7hs

40 sec / pc.  
90 pcs / hr  
30 pcs / operator

$$\text{Productivity} = \frac{105 \text{ sec}}{120 \text{ sec}} = \frac{30+40+35}{40+40+40} = 0,875$$

Only the bottle neck station can be used  
to do effective improvement!



630 pcs / 9h

52,5 sec / pc.  
69 pcs / hr  
34 pcs / operator

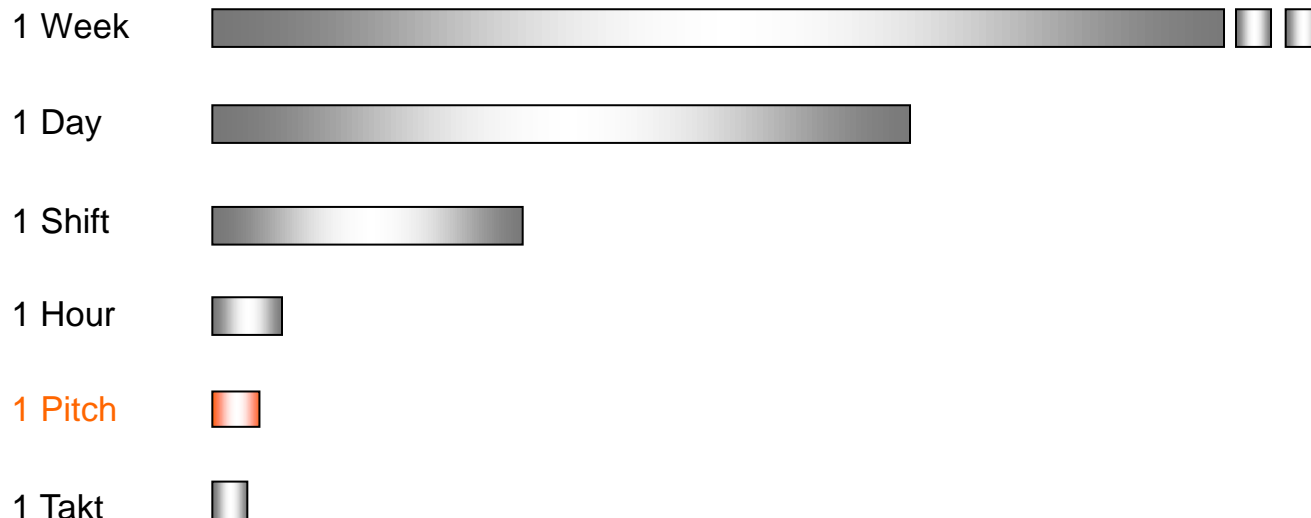
$$\text{Productivity} = \frac{105 \text{ sec}}{105 \text{ sec}} = \frac{30+40+35}{52,5+52,5} = 1,0$$

Any improvement on any process results  
in an immediate optimization of the  
whole process!

---

## 7. „Paced withdrawal“ at the pacemaker process

- How much work do you release at the pacemaker process?
- What is your Management Pitch?  
(How often do you recognise deviations between customer demand and actual production rate?)
- Do you offer a “Customer takt image“ to the process operators?



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## Workshop-Agenda

Chapter 1      Introducing Value Stream Mapping

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Chapter 2      Drawing a Current State VS Map  
– *practical exercise* –

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Chapter 3      Features of an efficient,  
customer-oriented Value Stream

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Chapter 4      Drawing a Future State VS Map  
– *practical exercise* –

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