PROFIT CONTRIBUTION MAPPING

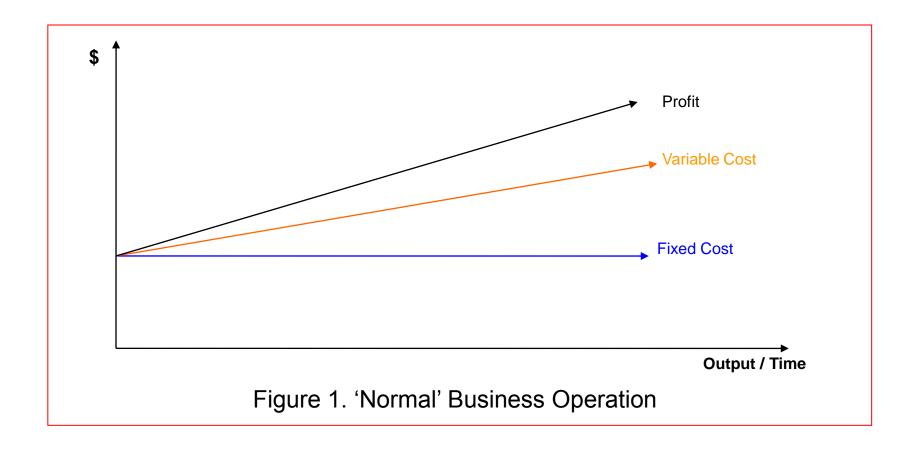
ICOMS 2006 Conference

By

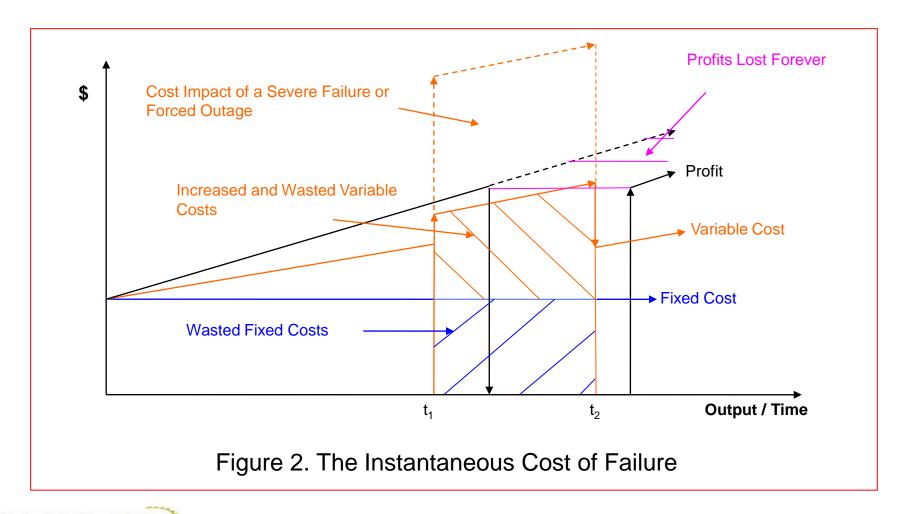
Mike Sondalini

www.lifetime-reliability.com

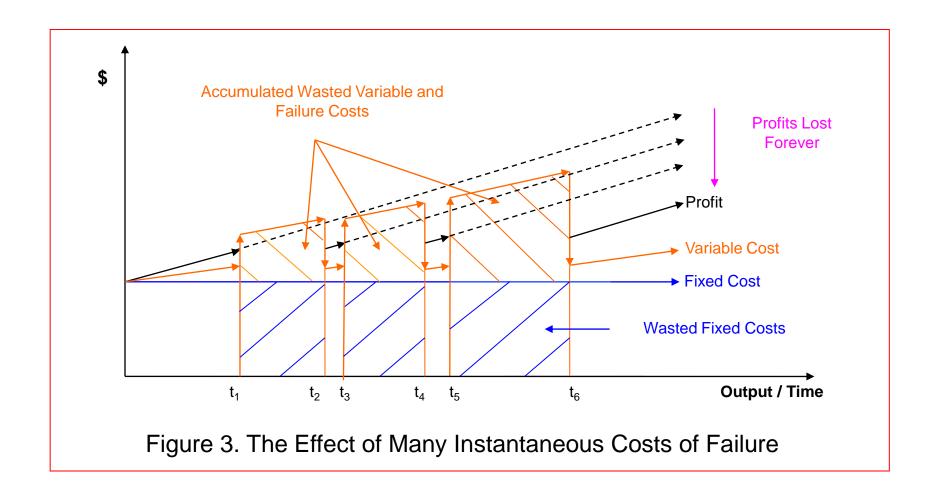
Accounting and Business Theory



The Cost of Failure



The Cost of Many Failures



Defect and Failure True Costs

Labour Costs

- Operators
- Repairers
- Supervisory
- Management
- Engineering
- Overtime / penalty rates

Services Costs

- •Emergency hire
- Sub-contractors
- Travelling
- Consultants
- Utility repairs
- Temporary accommodation

Consequential Costs

- Penalty payments
- Lost future sales
- Legal fees
- Loss of future contracts
- Environmental clean-up
- Death and injury

Material Costs

- Replacement parts
- Fabricated parts
- Inventory replenishment
- Welding consumables
- Workshop hire
- Shipping, loading, transport
- Storage space
- Handling
- Disposal
- Design changes
- Materials
- Quality control



Equipment Costs

- Energy waste
- Start-up
- •Shutdown/Handover
- Inefficiencies
- Emergency hire
- Damaged items
- •Moving in, out, about

Capital Costs

- Replacement equipment
- New insurance spares
- Buildings and storage
- Asset write-off

Waste **Costs**

- Scrap
- Replacement production
- •Clean-up
- Reprocessing
- Lost production
- Lost material and parts
- Off-site storage

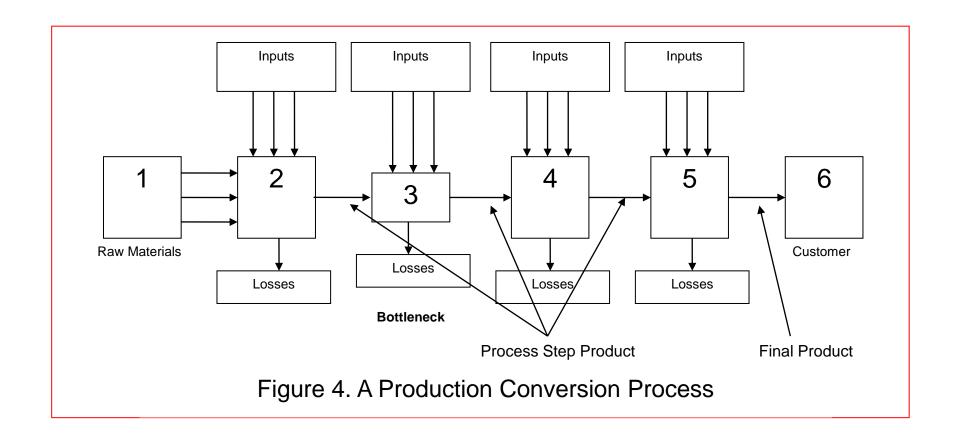
Administration Costs

- Planning, schedule changes
- Investigations and audits
- •Invoicing and matching
- Purchase orders
- Documentation
- Meetings
- Utilities

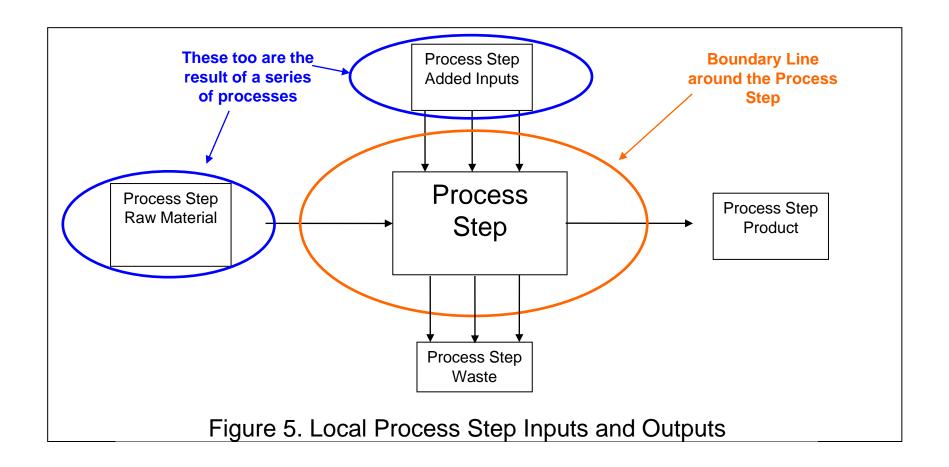




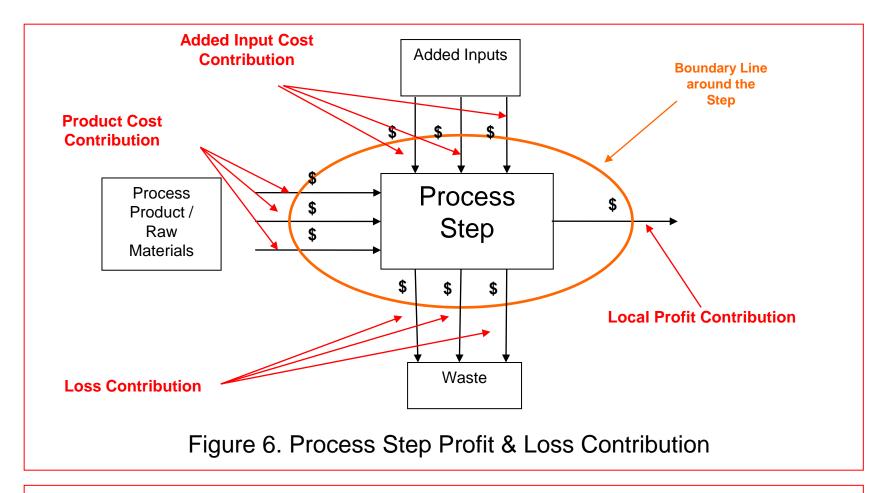
Where is the Money Going?



What Happens at Each Step?



What are the Effects on Costs & Profit?



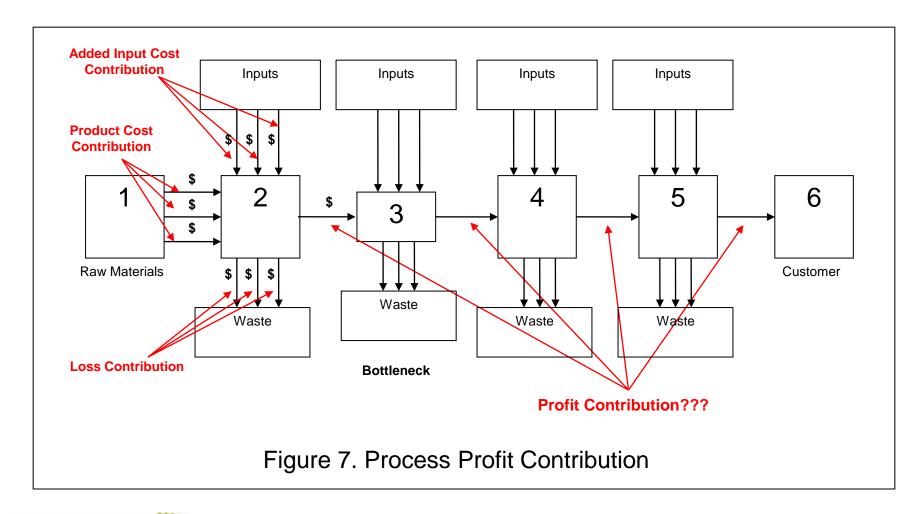
Cost of Process Product Input + Cost of Added Inputs = Local Profit Contribution + Cost of Waste

Alternately the equation can be written as:

 Cost of Process Product Input + Cost of Added Inputs - Cost of Waste = Local Profit Contribution

We now have a means to financially model the money flows in a process and identify where and why money is made and lost.

Where is the Profit Made ... and Lost?



Make the Reality Obvious to Everyone

