

| Measurements |               |     | <after 5 days days> |               |     | <after 5 days days> |  |  | <average over 10 days> |  |  |
|--------------|---------------|-----|---------------------|---------------|-----|---------------------|--|--|------------------------|--|--|
| Days 1 - 5   | Delivery rate | WIP | Days 6 - 10         | Delivery rate | WIP | Touch-time          |  |  |                        |  |  |
| ✓ ✓ ✓ ✓ ✓    | 2             | 8   | ✓ ✓ ✓ ✓ ✓           | 3             | 15  | 3                   |  |  |                        |  |  |
| Days 11 - 15 | Delivery rate | WIP | Days 16 - 20        | Delivery rate | WIP | Leadtime            |  |  |                        |  |  |
|              |               |     |                     |               |     |                     |  |  |                        |  |  |
| Days 21 - 25 | Delivery rate | WIP | Days 26 - 30        | Delivery rate | WIP | Leadtime            |  |  |                        |  |  |
|              |               |     |                     |               |     |                     |  |  |                        |  |  |

*The facilitator may point out to the participants that strictly speaking the boundary conditions for Little's Law may not hold for the simulation as the system is trending.*

- Calculate the leadtime using Little's Law  $\text{Delivery rate} = \frac{\overline{\text{WIP}}}{\text{Leadtime}}$  (make sure to use the values of 1 day and not 10 days)

Calculations are not applicable for quick play.

Leadtime =  $\frac{\text{WIP}}{\text{Delivery rate}}$

30 → 15

0,5 (5 items over 10 days)

- Calculate Flow efficiency =  $\frac{\text{Touch-time}}{\text{Leadtime}}$

In most simulations flow efficiency will be around 10% which is compared to reality quite a good result (in the Kanban community people report often about flow efficiency  $<10\%$ ).

# EFFICIENCY MINDSET

