

Diffuse the BOM

1. Name the game: The improvement objective/target.

Complete all BOM (Bill of Materials) corrections/updates.

2. Set the goal: X to Y by when.

Each week, complete 10% of the existing BOM's.

3. Estimate the benefit: The potential impact/return.

30% minimum improvement in efficiency. 10% reduction in tool cost.

4. Identify the players: Those that can impact the target.

Head operators, engineering, tool crib attendant.

5. Determine the time frame: Long enough to change the behavior.

10 weeks, 10% per-week.

6. Create a theme and build a scoreboard: Be creative.

"Diffuse the BOM". Scoreboard: Bomb with a long fuse representing the incremental (10%) goals. As goals are met, more of the fuse becomes "lit".

7. Decide on the reward: Think low on dollars, high on fun.

Time Frame	Goal	Reward
3 weeks	Complete 30% of total BOM	"Bottle Rocket" ceremony where teams set off.
5 weeks	Complete 50% of total BOM	"BOM Squad" t-shirts (BOM logo on front; "If you see me running, you better keep up" on back).
7 weeks	Complete 70% of total BOM	Evening picnic for employees and family with fireworks show.
10 weeks	Complete 100% of total BOM	Bomber jackets.