

# Times: cycle, lead, takt

## Problem

How to determine if a process is fast enough?

## Difficulty

Easy to use

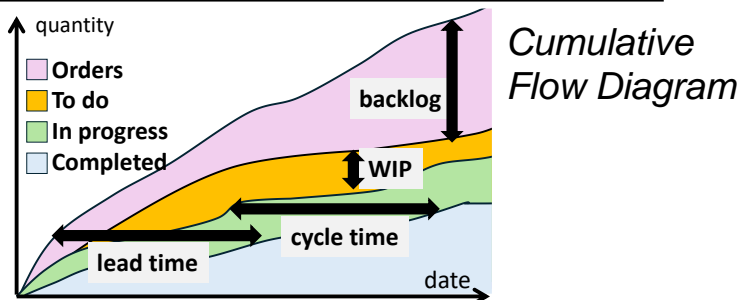
- **Cycle time:** the time taken from start to finish of a task, including loading or unloading of materials, etc.
- **Lead time:** the total time taken from order initiation until its completion, including any waiting times.
- **Takt time:** the rate at which a product needs to be created to meet customer needs.
- The cycle and lead time are determined by the process. Takt time is determined by the customer.

- Process
- Cycle times
- Customer need

**Knowing your process times (cycle, lead, takt)**

- Lead time
- Takt time

1. Ensure process is under control (no large changes)
2. Obtain cycle times for each step, by measurement.
3. Determine times of non-value added activities.
4. Combine value-added times and non-value added times to obtain lead time.
5. Using customer demand, determine the takt time
  - $(\text{takt time}) = (\text{allowed time}) / (\text{number of units})$
6. Compare takt time to the cycle times
  - If  $(\text{takt time}) < (\text{all cycle times})$  then good
  - If  $(\text{takt time}) > (\text{any cycle time})$  then cannot meet customer rate, need to improve process

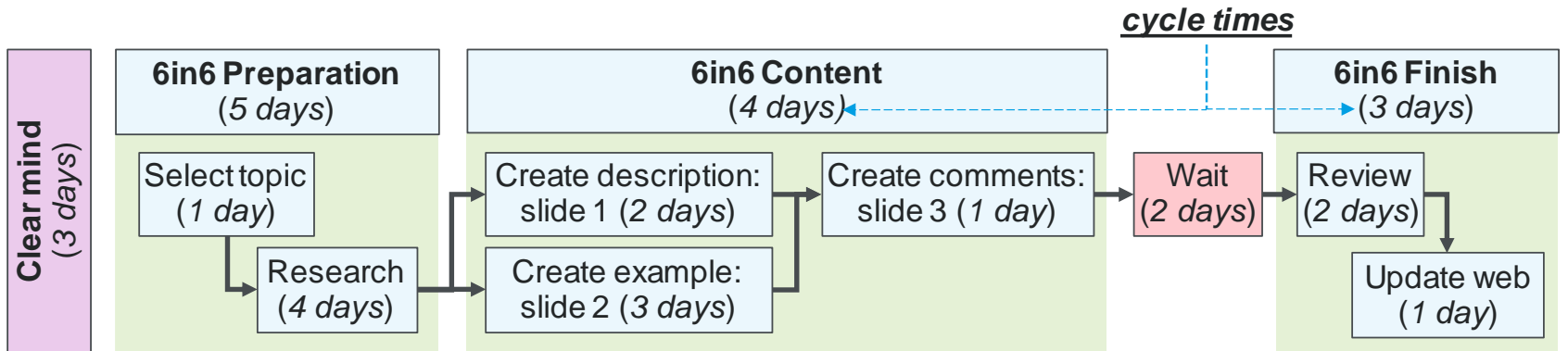


Cumulative Flow Diagram

# Times – Example – Creating 6in6 presentations

## PROCESS BASED VALUES (cycle times and lead time)

- Creating a 6in6 presentation has three value stream steps: Preparation, Content, Finish.
- Each step and each sub-step have cycle times.
- For the process below, the cycles times are listed in each box.
- The calculated **lead time** is **(17 days)/unit**.



← Creating a 6in6 presentation: **lead time** = 3 + 5 + 4 + 2 + 3 = 17 days per unit →

## CUSTOMER BASED VALUE (takt time)

- Suppose a customer requests 26 new 6in6 presentations per year.
- The work year has 260 days = (52 weeks) \* (5 work days per week)
- The **takt time** is:  
$$(\text{takt time}) = (1 \text{ year}) / (26 \text{ units}) = (260 \text{ days}) / (26 \text{ units}) = \mathbf{(10 \text{ days})/unit}$$
- Since **(each cycle time) < (takt time)**, the process achieves the customer output rate.

# Times – Notes

## Slide 1

1. A machine's cycle time can be determined by dividing the time needed to produce a set of units by the number of units produced. For example, a machine producing 12 units in an hour has a cycle time of 5 minutes per unit.
2. In German, TAKT stands for *Takzeit*, which means the rhythm of music.
3. Takt time assumes a constant customer demand rate; if it fluctuates then the takt time needs to be adjusted.
4. Takt Time is a key lean manufacturing metric since it drives the entire production process.
5. A *Cumulative Flow Diagram* (CFD) is commonly used to assess times.
  - A. The horizontal axis has the time, the vertical axis has the number of units.
  - B. The CFD shows the cycle time, arrival rate, throughput rate, and WIP (work in process).
6. *Workload Balancing* is needed when some cycle time exceeds the takt time. This can be done in many ways; see the 6in6 presentation on Theory of Constraints..

## Slide 2

1. The longest single activity in the process shown is 4 days. Hence, in principle, a new 6in6 presentation could be completed every 4 days.

Recommended web sites for more information

- <https://business.adobe.com/blog/basics/cumulative-flow>
- <https://www.simplilearn.com/time-confusion-cycle-time-takt-time-lead-time-part-1-article>