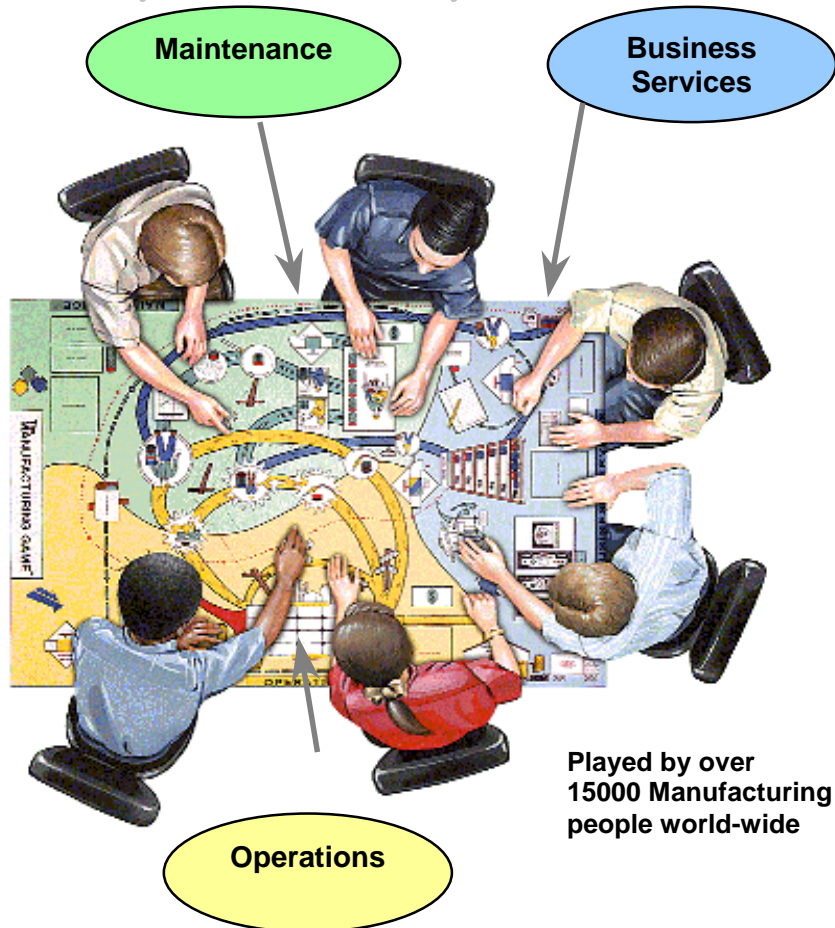


The Manufacturing Game®

Tuesday 13th February

- ❖ Are your reliability efforts short lived & expensive?
- ❖ Need to accelerate the pace of change?
- ❖ Need to breakdown functional barriers?
- ❖ Want to truly engage the minds and hearts of your organisation?
- ❖ Need to change historical practice?
- ❖ Need to establish a common vision and help your people to grasp what they can do to help you get there?



Played by over
15000 Manufacturing
people world-wide

Reliable Manufacturing *associates* and **EPICC**

present a one day public workshop on The Manufacturing Game®. Originally developed by Dupont, the Game is based on insights gained from extensive worldwide benchmarking studies of manufacturing plants in a range of industries.

The Game is a simulation of a typical manufacturing facility. Whilst dealing with day to day pressures you have the challenge of how to improve the performance of the plant to meet business goals. In the "virtual world" of the Manufacturing Game® you will experience in one day what can take years to experience in the "real world"! It teaches systems thinking - of how the actions of one area impact the function of another and the profitability of the whole.

Proven Results

For a total investment of £3k, an action team was able to eliminate £1m of operating losses. This loss could have been eliminated years ago but for many reasons continued. It took a new way of thinking based on The Manufacturing Game® to release the creative energy to take action.

**Paul Monus, Snr Project
Manager BP**

With the Manufacturing Game® we have proven that higher reliability can be obtained while lowering both maintenance costs and operational losses, by eliminating the causes of defects. We have found that in order to make a significant change performance, everyone in an organisation needs to see their work differently.

During the Game people gain new perspectives by assuming a different role from their normal one at work. Operators become craftsmen and business leaders experience life in the frontline. They see how their decisions in real life impact each other and the performance of the plant.

Who Should Attend

This one day public workshop will benefit anyone from a manufacturing plant: Site Managers, Managers & Supervisors from Operations, Maintenance, Stores, Purchasing and Projects Departments, Reliability Mgrs/Engs, Craftsmen and Operators. It will be of particular interest to Managers considering the use of The Manufacturing Game as a change tool in their Organisation.

Agenda

Setting the Context

- Benchmarking results that led to development of Game
- Defect elimination

Game Play

- Taking an average performing plant to world class levels
- Experience 2 to 3 years of the reliability journey in one day

Debrief

- Lessons learnt
- Relating the game play experience to real life issues

The game as a change agent

- Case studies
- Action teams

What You Will Learn

- ☑ How to achieve change whilst managing day to day activities and pressures
- ☑ The total interdependence of each manufacturing function
- ☑ How to balance resource allocation to breakdown, planned maintenance and

reliability improvement

- ☑ The need for concise, consistent and understandable strategies
- ☑ Why optimising too early can be risky
- ☑ The need to engage the whole organisation in defect elimination
- ☑ Insights into how to make your strategies more effective

What Clients Say!

After playing the game myself, I saw this as a powerful tool to help change the way we think and act about our business.

Brian Johnson, Reliability Team Leader

I've been in maintenance 20 years and I found this game to be the most practical and concise way to get the information through to people. The game gives a holistic view of Manufacturing.

Nigel West, Engineering Mgr.

The game shows that the interconnection of the functions has

a bearing on how we do our maintenance – we must all work together as a team, rather than doing our work separately. Seeing this has changed my whole approach.

Jerry Leach, Maintenance Planner

The game is a simulation of a real manufacturing plant. If you make decisions the same way in the game as you do in the real world you get the same results.

Hale Hillhouse, Reliability Manager

Timing/Location

The workshop will be held at the Samsung Conference Centre in Teesside, England.

The Centre is on the intersection of A1 and A689 and is only 20 minutes drive from Teesside International Airport. Nearest railway station is Darlington.

Registration from 0800hrs.
Workshop 0830 to 1730hrs.

Recommended accommodation available on request.

FAXBACK

Booking Details:

Delegate fee for the event is £395 plus vat. Fee includes all course materials, lunch and refreshments during the workshop. Overnight accommodation is not included.

Take advantage of our Early Bird Team Discount! For three or more bookings from a Manufacturing plant made and paid by 31st January, the course fee is reduced to **£350 per person plus vat.** (Applies to cheque payments only).

Please note that the full delegate fee is payable on any cancellations made within 2 weeks of the event. However, substitutions can be made at any time. This workshop is not open to Consultants.

Title:	_____	Direct Tel: No:	_____
First Name:	_____	Initials:	_____
Surname:	_____	Fax No:	_____
Job Title:	_____	Address:	_____
Company:	_____	_____	_____
Email:	_____	Town:	_____
Site Tel No:	_____	Post Code:	_____

I will send a cheque for payment (VAT no GB654250547)

Please invoice me for payment

Please fax/return completed form and cheque or other payment advice to:
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Tel: +44 (0) 1642 499100 Fax: +44 (0) 1642 499115
E-mail L.Barrick@tees.ac.uk

If you need any further details on content or advice on delegate selection, please contact
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