

7 Waste Streams

1 of 7 Overproduction

- Excess production and early production.
- These items require storage and require other maintenance resources.

2 of 7 Waiting

- Wasted time spent with delays, pauses and other non-productive time. Change overs.
- Idle time is waste.

3 of 7 Transportation

- Waste involved in the movement and transportation of materials or people.

4 of 7 Processing

- Waste in more process steps than needed; poor process design.

5 of 7 Inventory

- Waste in excess inventory and taking inventory.

6 of 7 Motion

- Waste in actions of people or equipment that do not add value to the product or service.

7 of 7 Defective units/Scrap/Rework

- Waste in production of an item or service that is scrapped or requires rework.