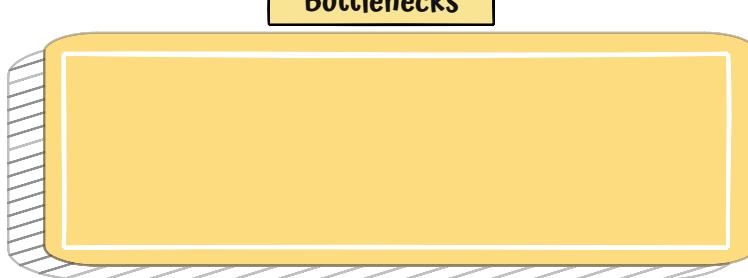
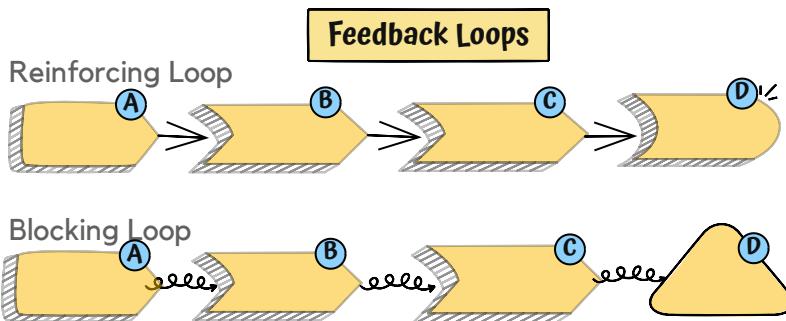
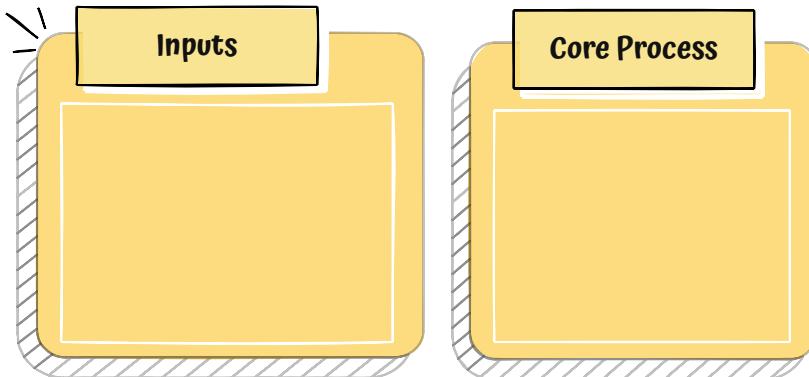


# SYSTEM MAP

SYSTEM NAME:



# BOTTLENECK FINDER

## 1. MOST PAINFUL BOTTLENECK

[ \_\_\_\_\_ ]



## 2. ONE REINFORCING LOOP



[ \_\_\_\_\_ ]

## 3. ONE CRITICAL HAND-OFF

[ \_\_\_\_\_ ]



REFLECTION: THE SYSTEM WAS WORKING...



By ACCIDENT (NOT BY DESIGN)

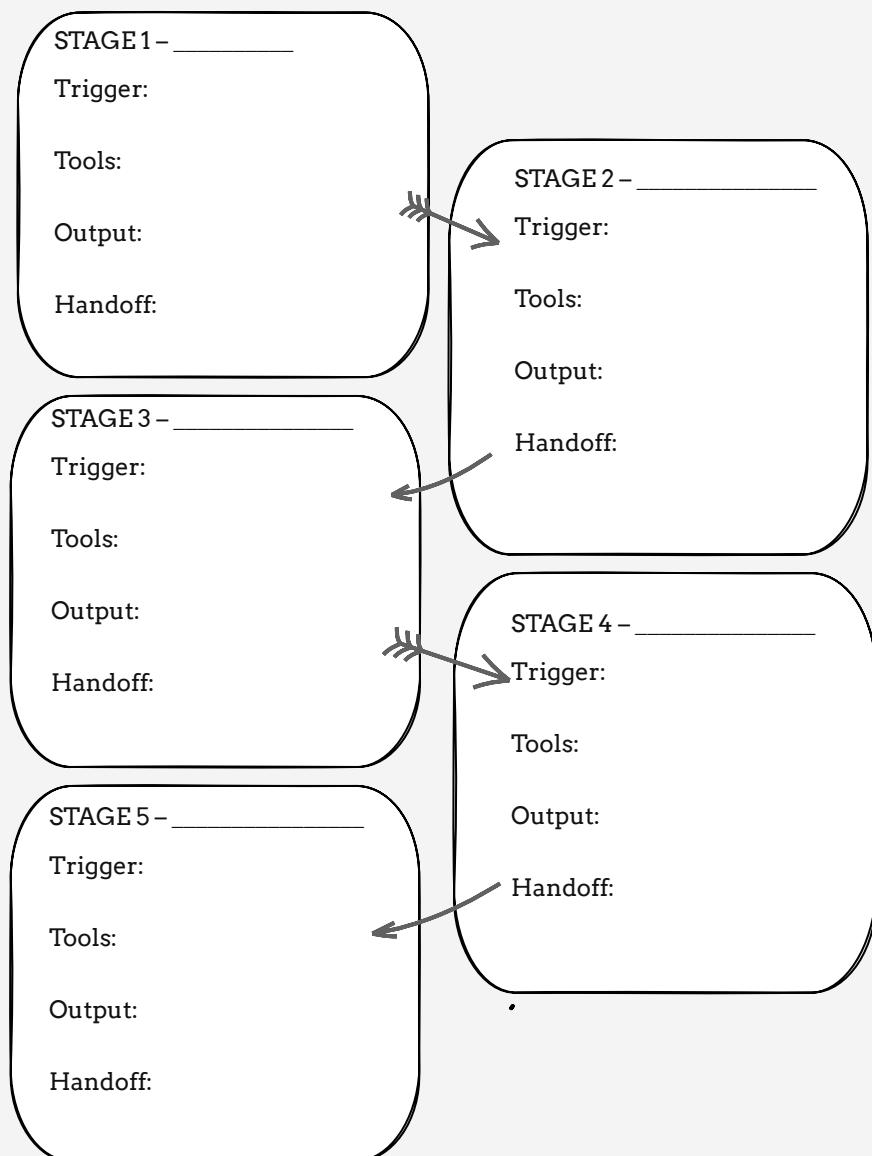


By DESIGN (NOT BY ACCIDENT)

# SMART FLOW MAP

## Flow Stages:

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# PLAYBOOK CARDS - Stage \_\_\_\_\_

## PLAYBOOK CARD 1 – \_\_\_\_\_

STEP	DEPARTMENT	
TOOL	OWNER	TRIGGER
OUTPUT		

## PLAYBOOK CARD 2 – \_\_\_\_\_

STEP	DEPARTMENT	
TOOL	OWNER	TRIGGER
OUTPUT		

## PLAYBOOK CARD 3 – \_\_\_\_\_

STEP	DEPARTMENT	
TOOL	OWNER	TRIGGER
OUTPUT		

## PLAYBOOK CARD 4 – \_\_\_\_\_

STEP	DEPARTMENT	
TOOL	OWNER	TRIGGER
OUTPUT		

## PLAYBOOK CARD 5 – \_\_\_\_\_

STEP	DEPARTMENT	
TOOL	OWNER	TRIGGER
OUTPUT		