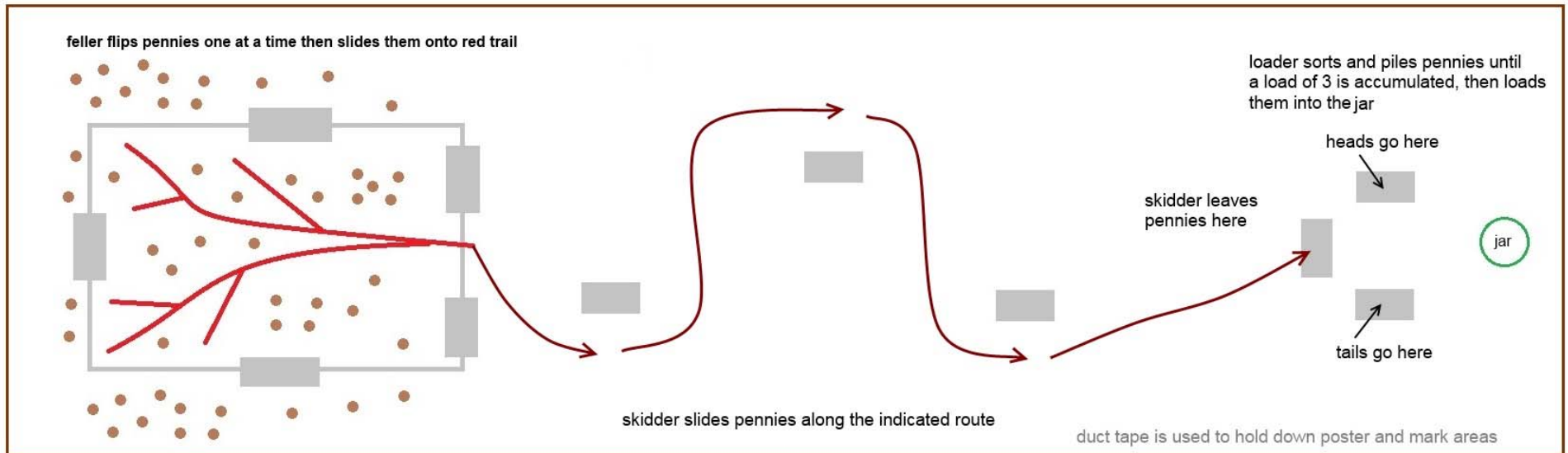


The Penny Logging Game

A Continuous Improvement Exercise Using a Three Step Production Process

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1. The skidder moves only one penny at a time in the first round. Each round is sixty seconds. The pennies in the jar are counted at the end of each round.
2. After the first round, the audience identifies the bottleneck. Throughput is increased each time by allowing the skidder to take more one more penny. Eventually the skidder is allowed to take three pennies and slide them on edge.
3. Additional capacity can be added with a second skidder. After the throughput with two skidders has been documented, create a 10-15 second breakdown in the middle of the round for one skidder. How does this impact throughput?
4. Be open to audience and participant suggestions. Distinguish between changes in methods and investment in new capacity.
5. Continue until the landing area becomes the obvious bottleneck. If you wish to continue change the landing production process or find a way to add capacity.