

EBS Discrete WIP Variances, How to Overcome the Confusion!

National Webinar Series 2022

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Douglas Volz

Douglas Volz Consulting
President / Consultant
doug@volzconsulting.com

Learning Points

- ❑ Define what are WIP variances
- ❑ Find out when WIP variance happen and why
- ❑ Understand the available tools to analyze your WIP jobs
- ❑ Learn how to review your jobs before closing them
- ❑ Find out the best way to close jobs
- ❑ What do you do if you mess up?

Doug Volz - Douglas Volz Consulting

OATUG
2018 Presenter of the Year
2014 Member of the Year



CONTACT

+1 510.755.7050
doug@volzconsulting.com
www.volzconsulting.com

Business Solutions for Cost Accounting

- A/P accrual reconciliation
- Change cost methods
- Fix system account setups
- Intercompany
- Inventory reconciliation
- Item costing, cost rollup and update
- Multi-org cost accounting reports
- Product line & margin analysis
- Profit in inventory
- Training for Oracle Cost Management

Some Satisfied Clients



Solutions You Can Use

— <http://www.volzconsulting.com/resources.html>

A/P Accruals: OAUG/Collaborate & UKOUG

1996/2007/2008: (R11i) How to Setup, Use and Balance Your A/P Accrual Accounts
2011: A/P Accruals for Release 12 (OAUG Cost Management SIG)

Cost Management & SLA: OAUG/Collaborate & UKOUG

2009: Cost Accounting As You Want It — EBS R12 Cost Accounting with SLA
2013: Subledger Accounting for Discrete & EAM Cost Accounting: Product Line and Expense Accounting Made Easy
2014: How to Create Shipping Burdens for Oracle Cost Management, in Spite of Subledger Accounting

Changing Cost Methods: OAUG/Collaborate

2016: Who Said Changing Cost Methods With Discrete Costing Can't be Done?

Discrete & Process Cost Accounting Integration: OAUG/Collaborate

2015: We Can Create Combined Oracle Cost Accounting Reports for Both Discrete and Process MFG!

Inventory Reconciliation: OAUG/Collaborate & UKOUG

2010: Can We Actually Reconcile Project MFG to Inventory, WIP, Projects & G/L? What Was I Thinking?
2011: 60 Inventory Orgs? 6 Ledgers? No Worries, Reconcile Your Inventory With Ease!
2014: Reconcile Your Inventory to G/L Balances With Ease, From 1 to 1,000 Inventory Organizations!
2017: Managing Oracle EBS Reconciliation in Manufacturing and Distribution Organizations

Period Close: OAUG/Collaborate & UKOUG

2016: How to Manage the Inventory and Manufacturing Period Close and Remain Sane...

Profit in Inventory Solutions: OAUG/Collaborate

2010: Does Rel. 12 Solve Global Inter-Company Issues for Multiple Ledgers, Profit in Inventory and COGS?
2018: INTL: Cloud and EBS Costing, You Can Track & Eliminate Profit in Inventory (And Still Have a Life!)

Transaction Interfaces for Period Close: OAUG/Collaborate

2012: Egads! How in the Dickens Do I Handle Those Month-End Interfaces? (And Why Can't I Close My Books)

Agenda

□ EBS Discrete WIP Variances, How to Overcome the Confusion!

- WIP Variance Overview and Definitions
- Overview for WIP Statuses
- View WIP Jobs and Value
- Analyze WIP Jobs for Variances
- Close WIP Jobs
- Reopen WIP Jobs
- Summary
- Appendix

Cost Training Class – Oracle EBS R12

- | | |
|--|--|
| <ul style="list-style-type: none">1: Cost Management Introduction2: General Oracle Navigation and Training3: Costing Structural Overview4: Costing Security5: Item Costing Setup6: Buy Item Costing for Avg and Std Costing7: More4Apps Item Cost Wizard8: Cost Rollup And Item Cost Review9: Update Average and Standard Costs10: Copying and Editing Costs11: Purging Costs, Cost Rollups and Cost Update History12: Cost Accounting Transactions Setup13: COGS Accounting Solutions14: Intercompany Transactions Setup15: Receiving Accounting Transactions | <ul style="list-style-type: none">16: Inventory (Avg and Std) Cost Accounting Transactions17: Intercompany Cost Accounting Transactions18: COGS Recognition and Margin Analysis19: Average and Standard Cost Variances20: View Receiving, Inventory and WIP Accounting Transactions21: How to Setup, Transact and Use Outside Processing22: Analyze WIP Variances and Close WIP Jobs23: Review Pending and Uncosted Transactions24: Create Accounting, Period Open & Close25: Inventory Reconciliation and Reporting26: ICP/PII Tracking and Reporting27: A/P Accruals28: Custom/Blitz Reporting29: Cost Accounting Checklists30: Year-End Tasks31: Appendix32: Periodic Costing |
|--|--|

WIP Variance Overview and Definitions

Overview for WIP Variances by Costing Method

Standard Costing

- Assembly Scrap
- Lot Size
- Material Usage
- Material Configuration
- Resource, OSP, & Overhead Efficiency
- Resource (Labor) Rate
- Resource Methods
- Standard Cost Update

Average/FIFO/LIFO Costing

- Assembly Scrap
- Material Usage
- Resource, OSP, & Overhead Efficiency (optional)
- Resource (Labor) Rate

Manufacturing Variance Definitions

□ Assembly Scrap

- When you move into a scrap intra-operation step, Oracle can record the assembly scrap value into a scrap account. You set this up in the WIP parameters.

Standard and Average: Assembly costs up to the scrapped operation x quantity scrapped

□ Material Usage Variance

- The difference between the actual material issued and the WIP BOM material requirements to build an assembly.

Standard:
standard material cost x (actual quantity issued – WIP BOM quantity required)

Average:
average material cost x (actual quantity issued – WIP BOM quantity required)
(assumes Completion Cost Source setting “System Calculated”)

Manufacturing Variance Definitions

□ Resource and Outside Processing Efficiency Variance

- Difference between the resource and outside processing charges applied to the WIP job compared to the standard resource and outside processing charges required to build an assembly, per the WIP routing.

Standard:

(applied resource units x standard or actual rate) – (WIP resource units at standard resource rate)

Average: depends on your WIP System Options, *Actual Resources* or *Predefined Resources*.

Actual Resources: generally, no resource or OSP efficiency variances. The WIP completion costs are based on the actual resource charges.**

Predefined Resources: (applied resource units x applied rate) – (WIP resource units at std res. rate)

** assumes not using the Final Completion Option

Manufacturing Variance Definitions

□ Move-Based Overhead Efficiency Variance – Standard Costing Only

- Difference between overhead charges incurred for move-based overheads (basis of Item or Lot) and standard move-based overheads required to build an assembly

Standard: Applied move-based overheads – standard move-based overheads

□ Resource (Labor) Rate Variance

- Difference between the applied resource units times the resource rate difference:

Standard and Average: Applied resource units x (standard resource rate – actual resource rate)

Manufacturing Variance Definitions

□ Configuration Variance – for Standard Costing only

- Difference between the WIP bill of material and the assembly's standard bill of material (per the Cost Rollup and frozen by the Standard Cost Update).

Standard: $(\text{WIP BOM quantity required} - \text{Std BOM qty required}) \times \text{standard component cost}$

□ Resource Methods Variance – for Standard Costing only

- Difference between the WIP routing and the assembly's standard routing (per the Cost Rollup and frozen by the Standard Cost Update).

Standard: $(\text{WIP resource required units} - \text{Std resource required units}) \times \text{std resource cost}$

Manufacturing Variance Definitions

□ Lot Size Variance – for Standard Costing only

- Resource Lot Size Variances: Difference between the WIP job build quantities and the Frozen Costing Lot Size, for lot-based resources. Such as the resources needed for setting up the WIP operation.

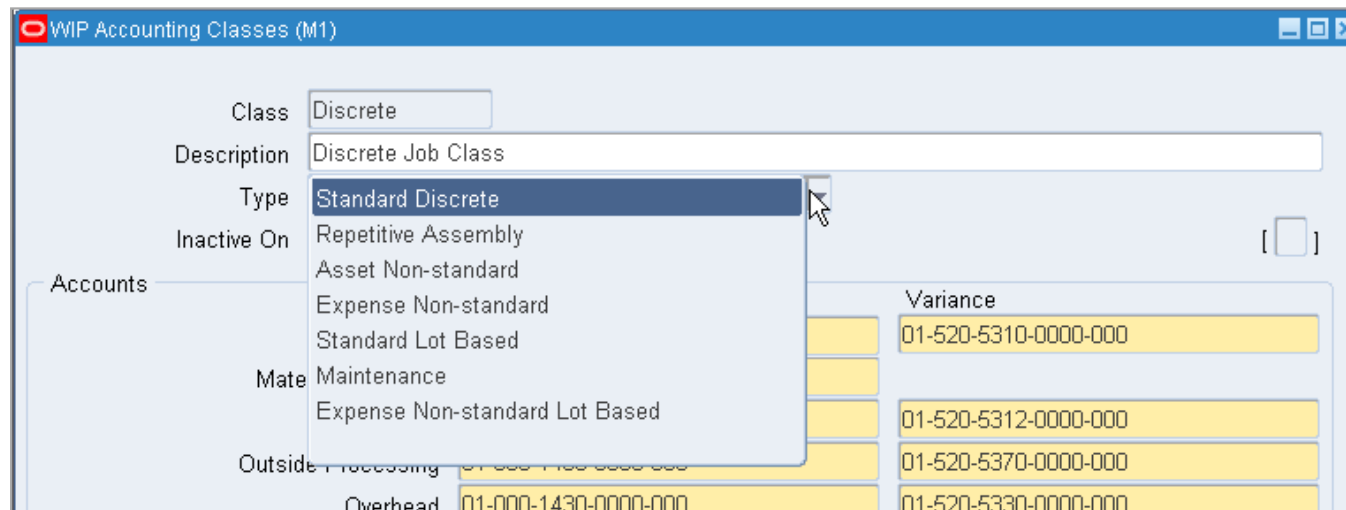
Resource Lot Variances: $(\text{WIP Quantity} - \text{Costing Lot Size}) \times \text{lot-based resource costs}$

- Material Lot Size Variances: Difference between the WIP job build quantities and the Frozen Costing Lot Size, for lot-based material costs. Such as tooling, jigs and other materials used for setups.

Material Lot Variances: $(\text{WIP Quantity} - \text{Costing Lot Size}) \times \text{lot-based item costs}$

Variances by WIP Accounting Classes

Menu path: Cost Management — SLA => Setup => Account Assignment => WIP Accounting Classes

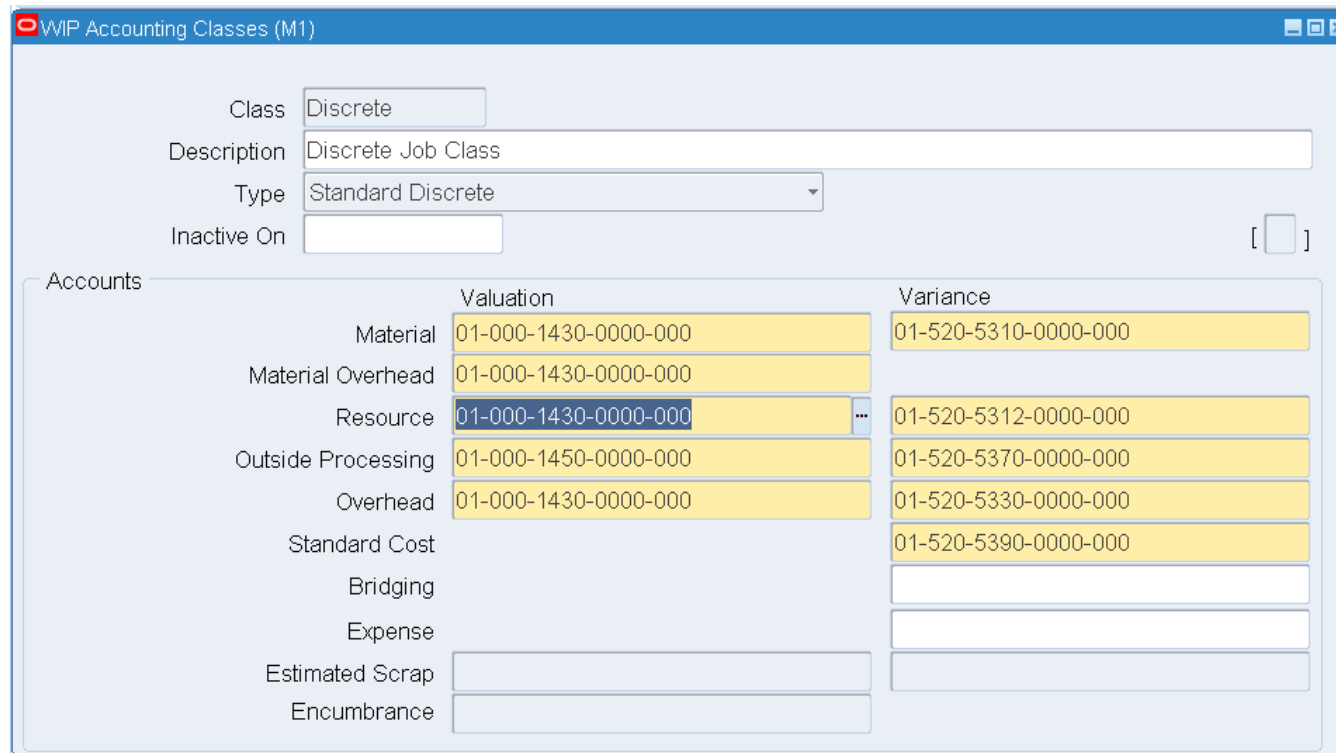


Accounts	Variance
01-520-5310-0000-000	01-520-5310-0000-000
01-520-5312-0000-000	01-520-5312-0000-000
01-520-5370-0000-000	01-520-5370-0000-000
01-520-5330-0000-000	01-520-5330-0000-000

Standard Discrete	Asset Non-Standard	Expense Non-standard
<ul style="list-style-type: none"> Value at month-end Variances at job close Used for standard production 	<ul style="list-style-type: none"> Value at month-end Variances at job close Used for non-standard production 	<ul style="list-style-type: none"> Expensed at month-end Variances at job close Used for expense tracking on WIP jobs

Account Setup for WIP Variances – by WIP Class

Menu path: Cost Management – SLA => Setup => Account Assignment => WIP Accounting Classes



The screenshot shows the 'WIP Accounting Classes (M1)' window. The 'Class' is set to 'Discrete', 'Description' is 'Discrete Job Class', and 'Type' is 'Standard Discrete'. The 'Inactive On' field is empty. Below the header, there is a table for account assignment.

Accounts	Valuation	Variance
Material	01-000-1430-0000-000	01-520-5310-0000-000
Material Overhead	01-000-1430-0000-000	
Resource	01-000-1430-0000-000	01-520-5312-0000-000
Outside Processing	01-000-1450-0000-000	01-520-5370-0000-000
Overhead	01-000-1430-0000-000	01-520-5330-0000-000
Standard Cost		01-520-5390-0000-000
Bridging		
Expense		
Estimated Scrap		
Encumbrance		

This Level vs. Previous Level

Rollup ID: 457368									
Supply Chain Bills of Material Indented Cost Report									
Cost Type: CostClass									
Buy Cost Type:									
Assignment Set:									
Conversion Type: Corporate									
Organization: M1					Seattle Manufacturing				
Assembly: XA7000					Standard Desktop				
Level	Op Seq	Item/ Cost Element	Description/ Sub-Element	Org/ Department	Last Rev	Basis	UOM	Rate	Quantity/ Or Amount
0		XA7000	Standard Desk	M1	A	Item	Ea		1.00
	10	Resource	X DTASSY	X DeskTop		Item	HR		5.50
	20	Resource	X DTTST	X DeskTop		Item	HR		4.50
	30	Resource	X DTPACK	X DeskTop		Item	HR		1.50
.1	10	XC7000 Material	Standard Desk Material	M1	A	Item Item	1.00 USD	Ea	1.00 165.55
	10	XC7001 Material	Standard Desk Material	M1	A	Item Item	1.00 USD	Ea	1.00 134.31
	10	XC7003 Material	Standard Desk Material	M1	A	Item Item	1.00 USD	Ea	1.00 25.94

This
Level

Previous Level

Item Costs by Level – XA7000

Menu path: Cost Management – SLA => Item Costs => Item Costs => Views => Element

View Item Costs Summary

Item: XA7000 Standard Desktop

Cost Type: CostClass Cost Type for Cost Class

Element by level ☒

Cost Element	Description	This Level Cost	Previous Level Cost	Unit Cost	%
Material	Material cost element	0.00000	809.11000	809.11000	72.0
Resource	Resource cost element	314.75000	0.00000	314.75000	28.0
Total		314.75000	809.11000	1,123.86000	100.0

Views Details

Level vs. Previous Level (Previous Level Resources)

Supply Chain Bills of Material Indented Cost Report										
Cost Type: CostClass Buy Cost Type: Assignment Set: Conversion Type: Corporate										
Organization: M1 Assembly: 75100001										
Seattle Manufacturing Printer Mechanism										
Level	Op Seq	Item/ Cost Element	Description/ Sub-Element	Org/ Department	Last Rev	Basis	UOM	Rate	Quantity/ Or Amount	
This Level	0	75100001	Printer Mecha	M1	A	Item	Ea		1.00	
	10	Resource	LBR-ASSY	ASSEMBLY		Item	HR		4.00	
	10	Overhead	Benefits	ASSEMBLY		Res value	USD		0.00	
Previous Level	.1	75100002	B/W Cartidge	M1	A	Item	Ea		1.00	
	10	Resource	LBR-ASSY	ASSEMBLY		Item	HR		0.50	
	10	Overhead	Benefits	ASSEMBLY		Res value	USD		0.00	
	..2	75100014	Shaft	M1	A	Item	Ea		1.00	
	10	Resource	LBR-ASSY	ASSEMBLY		Item	HR		0.50	
	10	Overhead	Benefits	ASSEMBLY		Res value	USD		0.00	
	...3	75100011	Shaft Assembl	M1	A	Item	Ea		1.00	
	10	Resource	LBR-ASSY	ASSEMBLY		Item	HR		0.50	
	10	Overhead	Benefits	ASSEMBLY		Res value	USD		0.00	

Menu path: Cost Management – SLA => Item Costs => Item Costs => Views => Element by level

Resources and Overheads at This and Previous Levels

Work in Process Variances

	Costs-In		Costs-Out		Variance
Previous Level	Previous-level costs @ actual usage		Previous-level costs @ standard		Material usage variance
This Level	Resource	-	Resource	=	Resource efficiency
	Outside processing	-	Outside processing	=	Outside processing efficiency
	Overhead	-	Overhead	=	Overhead efficiency

Sources of:

- components issued
- resources earned
- OSP earned
- overheads earned

Sources of:

- WIP completions @ standard rolled up costs

Labor Rate Variances

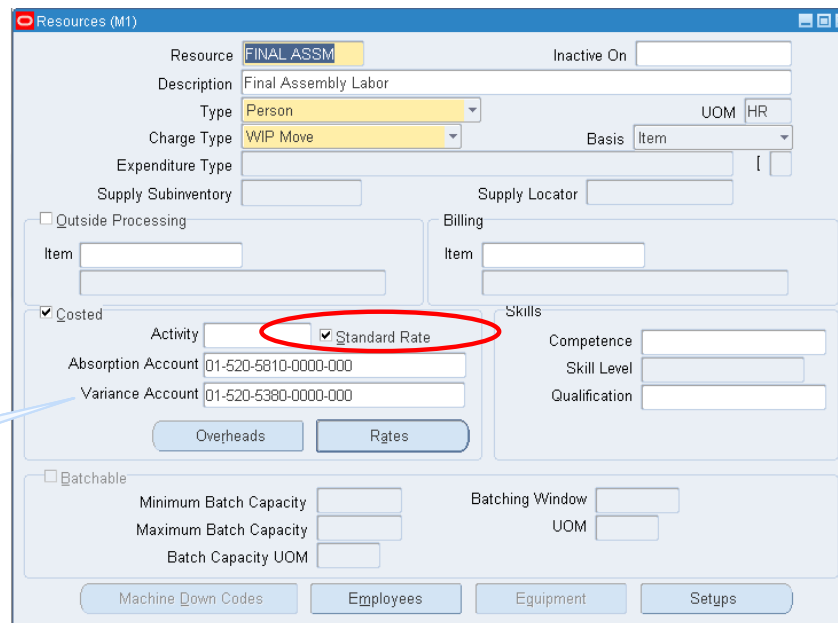
When the standard rate is checked you earn resources at **Std Rate**

And when the charge type is **WIP Move** with **Std Rate** you get: **Std Rate X Std Hours**

□ Oracle MFG can earn resources at:

- Actual rate X actual hours
- Actual rate X standard hours
- Std rate X standard hours
- Std rate X actual hours

Labor Rate Variance Account



Resources (M1)

Resource: FINAL ASSM Inactive On:

Description: Final Assembly Labor

Type: Person UOM: HR

Charge Type: WIP Move Basis: Item

Expenditure Type:

Supply Subinventory: Supply Locator:

☐ Outside Processing

Item:

Billing Item:

☒ Costed

Activity: ☒ Standard Rate

Absorption Account: 01-520-5810-0000-000

Variance Account: 01-520-5380-0000-000

Overheads Rates

Skills

Competence:

Skill Level:

Qualification:

☐ Batchable

Minimum Batch Capacity:

Maximum Batch Capacity:

Batch Capacity UOM:

Batching Window:

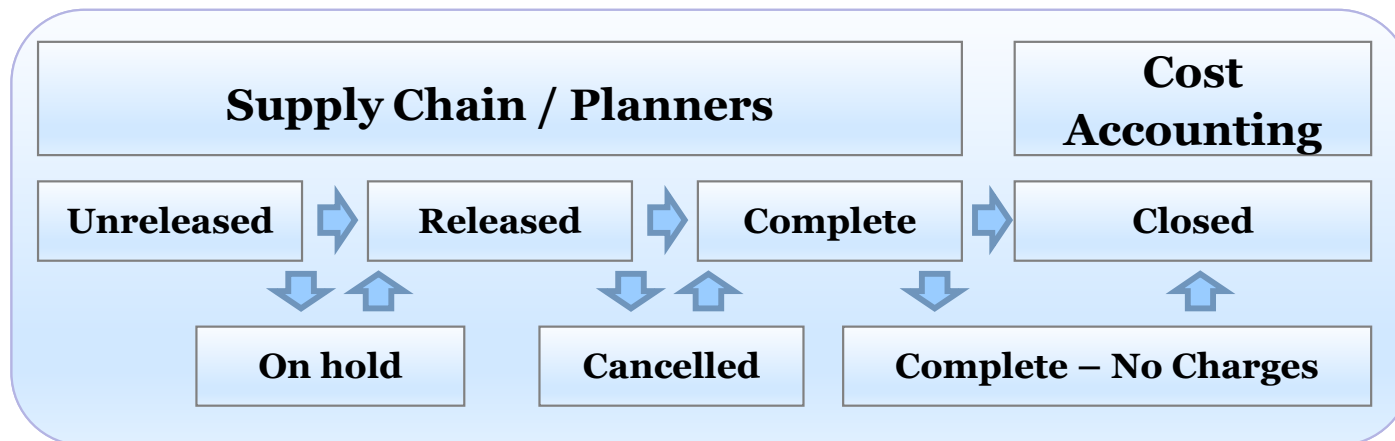
UOM:

Machine Down Codes Employees Equipment Setups

Overview for WIP Statuses

WIP Job Statuses and Process Steps

- WIP discrete jobs goes through the following steps or statuses:



- Supply Chain creates the WIP Jobs, manages them and brings them to a completed status (or Complete – No Charges)
- Once the WIP job is completed Cost Accounting takes over
- Cost Accounting may also inquire about cancelled or on hold jobs

WIP Job Analysis

WIP Job Pre-Close Analysis

□ Before You Close WIP Jobs You Must Ensure:

- Have all the material components been issued?
- Are all resources and OSP earned or delivered to the job?
- Have all of the final units been completed?

Why?

- For accurate WIP variances (and accurate stock onhand balances)
- Once the inventory accounting period is closed you cannot re-open a closed WIP Job

→ **Warning:** You can only re-open a WIP job in the same month as it was closed

Two Ways to Ensure Jobs Are Ready to Close

- WIP Job Analysis Reports
- Automated Job Status Updates and Reporting

WIP Job Analysis Reports

WIP Job Pre-Close Analysis Suggested Steps

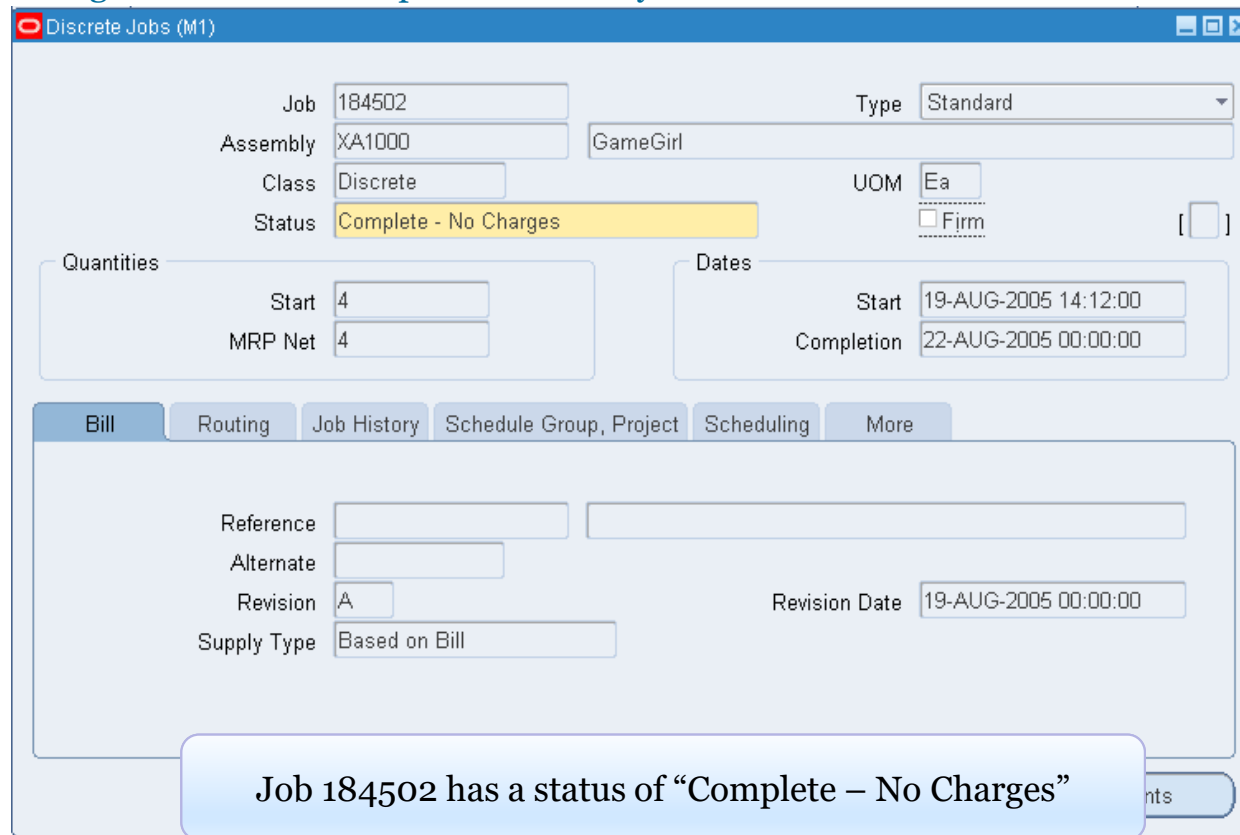
- ❑ If you have only a small number of jobs:
 - Just run the Oracle Discrete Job Value Report
 - And Oracle WIP Value Report
- ❑ If you have a larger number of jobs to review, to save time:
 - Blitz CAC WIP Account Value Summary Report
 - Or even better, the Blitz CAC Manufacturing Variance Summary Report
 - Summary for explained and unexplained variances (usage, efficiency, lot, etc.)
 - Reports which replace the Oracle Discrete Job Value Report:
 - Blitz CAC WIP Material Usage Variance Report to find usage variances
 - Blitz CAC WIP Resource Efficiency Report to find efficiency variances
 - Reports which go further than standard Oracle reports:
 - Blitz CAC Material Usage with Configuration and Lot Variances
 - Blitz CAC Resource Efficiency with Methods and Lot Variances
 - Blitz CAC Manufacturing Variance Detail (has material, resources and overheads)

Blitz Report

- Super Fast Excel Reporting
- Over 80 Pre-Configured Cost Management Reports
- Also includes ECC Reports, Supply Chain Hub, most Oracle Standard Reports
- BI Publisher and Oracle Discoverer replacement tool
- 90-Day Free Trial
- First 30 reports free to use, +31 reports, \$10/user/month
- <https://www.enginatics.com/blitz-report/>

Example Job Analysis

Menu path: Cost Management – SLA => Operational Analysis => Work in Process => Discrete Jobs



Discrete Jobs (M1)

Job: 184502 Type: Standard

Assembly: XA1000 GameGirl

Class: Discrete UOM: Ea

Status: Complete - No Charges ☐ Firm

Quantities: Start: 4 MRP Net: 4

Dates: Start: 19-AUG-2005 14:12:00 Completion: 22-AUG-2005 00:00:00

Bill Routing Job History Schedule Group, Project Scheduling More

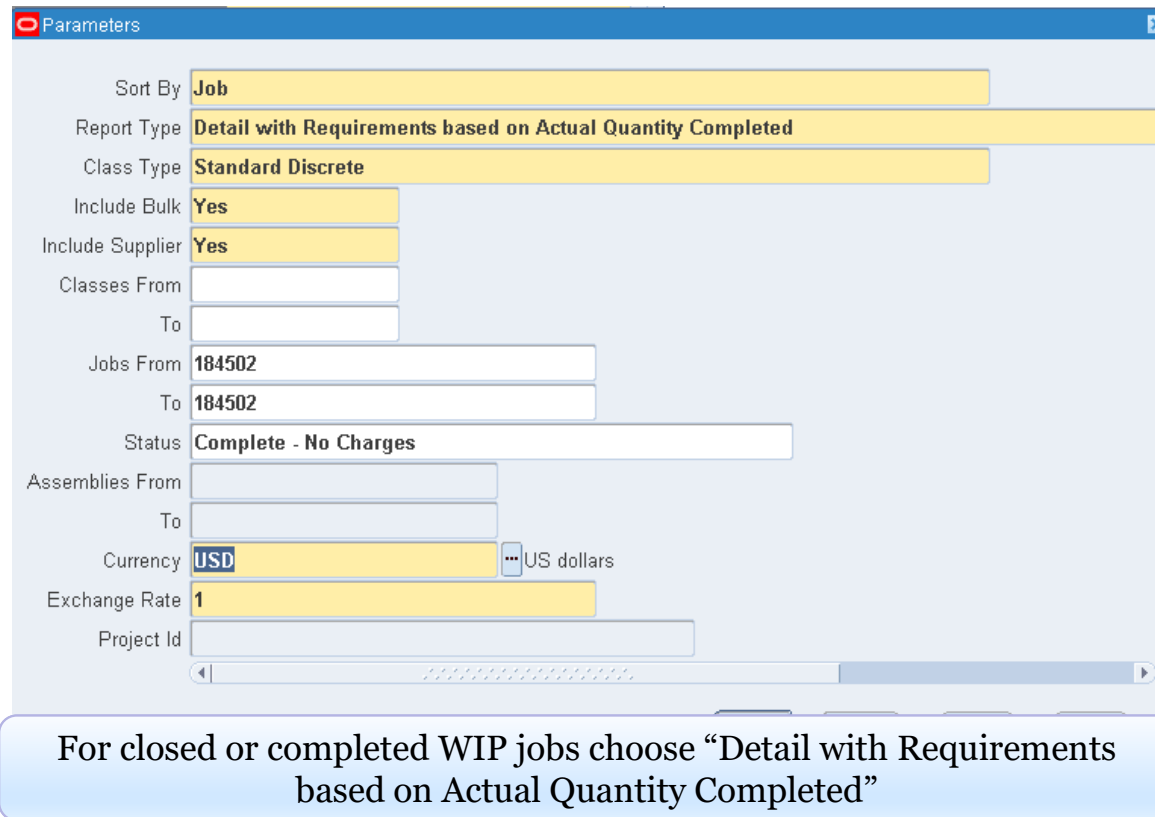
Reference: Alternate: Revision: A Revision Date: 19-AUG-2005 00:00:00

Supply Type: Based on Bill

Job 184502 has a status of "Complete – No Charges"

Oracle Discrete Job Value Report

Menu path: Cost Management – SLA => Reports => Value => Discrete Job Value Report – Standard Costing



The screenshot shows the 'Parameters' window for the Oracle Discrete Job Value Report. The window has a blue title bar with a red 'X' icon. The parameters are as follows:

Parameter	Value
Sort By	Job
Report Type	Detail with Requirements based on Actual Quantity Completed
Class Type	Standard Discrete
Include Bulk	Yes
Include Supplier	Yes
Classes From	
To	
Jobs From	184502
To	184502
Status	Complete - No Charges
Assemblies From	
To	
Currency	USD US dollars
Exchange Rate	1
Project Id	

Below the parameters window, there is a blue box with the following text:

For closed or completed WIP jobs choose “Detail with Requirements based on Actual Quantity Completed”

Oracle Discrete Job Value Report

Menu path: Cost Management – SLA => Reports => Value => Discrete Job Value Report – Standard Costing

Seattle Manufacturing Discrete Job Value Report Report Date: 17-FEB-2013 10:00
 Detail with Requirements based on Actual Quantity Completed (USD) Page: 1 of 2
 Job: 184502 Job Desc: Job Mass Loaded on 16-AUG Job Type: Standard Status: Complete - No Charges

Assembly: XA1000 Revision: A 19-AUG-05 UOM: Ea
 Accounting Class: Discrete Start Quantity: 4.00 Start Date: 19-AUG-05
 Class Type: Standard Discrete Quantity Completed: 3.00 Date Released: 16-AUG-05
 Class Description: Discrete Job Class Quantity Scrapped: 0.00 Scheduled Completion Date: 22-AUG-05
 Project: Project Name: Date Closed:

Material

Component Item	Description	Supply Type	UOM	Op Seq	Quantity Required	Quantity Issued	Requirements At Job Standard	Actual Issues At Standard	Usage Variance
KC1000	Game Girl Case	Assembly	Ea	10	3.00	3.00	17.28	17.28	0.00
KC1002	Game Girl Screen	Assembly	Ea	10	3.00	3.00	38.46	38.46	0.00
KC1003	Game Girl Controller	Assembly	Ea	10	3.00	3.00	25.65	25.65	0.00
KC1004	Game Girl Overlay	Assembly	Ea	10	3.00	3.00	1.29	1.29	0.00
KC1005	Game Girl Package	Assembly	Ea	10	3.00	3.00	6.42	6.42	0.00
KC1101	GG Circuit Board	Assembly	Ea	11	3.00	3.00	7.05	7.05	0.00
KC1102	Resistor	Assembly	Ea	11	27.00	27.00	0.54	0.54	0.00
KC1103	Capacitor	Assembly	Ea	11	9.00	9.00	0.63	0.63	0.00
KC1104	RAM	Assembly	Ea	11	3.00	3.00	20.10	20.10	0.00
KC1105	Diode	Assembly	Ea	11	18.00	18.00	2.52	2.52	0.00
KC1106	Label	Assembly	Ea	11	3.00	3.00	0.45	0.45	0.00
KC1107	DIP Switch	Assembly	Ea	11	3.00	3.00	6.30	6.30	0.00
Total Material Costs:							126.69	126.69	0.00

Resource

Op Seq	Department	Resource	UOM	Basis	Auto Charge	Std Rate	Standard Res Units	Applied Res Units	Resource Standard Cost	Resource Applied Cost	Efficiency Variance
10	X GameGirl	X GGASSY	HR	Item	WIP move	No	3.00	4.00	40.50	54.00	13.50
11	X GameGirl	X GGASSY	HR	Item	WIP move	No	0.21	0.28	2.84	3.78	0.95
12	X GameGirl	X GGASSY	HR	Item	WIP move	No	0.30	0.40	4.05	5.40	1.35
13	X GameGirl	X GGASSY	HR	Item	WIP move	No	0.15	0.20	2.03	2.70	0.68
14	X GameGirl	X GGASSY	HR	Item	WIP move	No	0.09	0.12	1.22	1.62	0.41
20	X GameGirl	X GGTSST	HR	Item	WIP move	No	2.25	3.00	42.75	57.00	14.25
30	X GameGirl	X GGPACK	HR	Item	WIP move	No	0.75	1.00	7.88	10.50	2.63
Total Resource Costs:									101.27	135.00	33.77
Total Costs Incurred:									227.96	261.69	33.77

Completions and other Transactions

Transaction Action	Op Seq	UOM	Transaction Quantity	Total Cost
Assembly completion		Ea	3.00	
Total Costs Relieved:				<202.29>
Total Job Balance:				59.40

Material
usage
variances

Resource
efficiency
variances

Question:
What is
stopping you
from closing
this job?

How Does This Report Work?

Menu path: Cost Management – SLA => Reports => Value => Discrete Job Value Report – Standard Costing

Seattle Manufacturing Discrete Job Value Report Report Date: 17-FEB-2013 10:00
 Job: 184502 Job Desc: Job Mass Loaded on 16-AUG Job Type: Standard Status: Complete - No Charges Page: 1 of 2

Assembly: XA1000 Revision: A 19-AUG-05 UOM: Ea
 Accounting Class: Discrete Start Quantity: 4.00 Start Date: 19-AUG-05
 Class Type: Standard Discrete Quantity Completed: 3.00 Date Released: 16-AUG-05
 Class Description: Discrete Job Class Quantity Scrapped: 0.00 Scheduled Completion Date: 22-AUG-05
 Project: Project Name: Date Closed:

Component Item	Description	Supply Type	Op Seq	Quantity Required	Quantity Issued	Requirements At Job Standard	Actual Issues At Standard	Usage Variance
XC1000	Game Girl Case	Assembly	Ea 10	3.00	3.00	17.28	17.28	0.00
XC1002	Game Girl Screen	Assembly	Ea 10	3.00	3.00	38.46	38.46	0.00
XC1003	Game Girl Controller	Assembly	Ea 10	3.00	3.00	25.65	25.65	0.00
XC1004	Game Girl Overlay	Assembly	Ea 10	3.00	3.00	1.29	1.29	0.00
XC1005	Game Girl Package	Assembly	Ea 10	3.00	3.00	6.42	6.42	0.00
XC1101	GG Circuit			3.00	3.00			
XC1102	Resistor			27.00	27.00			
XC1103	Capacitor			9.00	9.00			
XC1104	RAM			3.00	3.00			
XC1105	Diode			18.00	18.00			
XC1106	Label			3.00	3.00			
XC1107	DIP Switch			3.00	3.00			
Total Material Costs:						126.69	126.69	0.00

Op Seq	Department	Resource	UOM Basis	Auto Charge	Std Rate	Standard Res Units	Applied Res Units	Resource Standard Cost	Resource Applied Cost	Efficiency Variance
10	X GameGirl X	GGASSY	HR Item	WIP move	No	3.00	4.00	40.50	54.00	13.50
11	X GameGirl X	GGASSY	HR Item	WIP move	No	0.21	0.28	2.84	3.78	0.95
12	X GameGirl X	GGASSY	HR Item	WIP move	No	0.30	0.40	4.05	5.40	1.35
13	X GameGirl X	GGASSY	HR Item	WIP move	No	0.15	0.20	1.52	2.70	0.68
14	X GameGirl X	GGASSY	HR Item	WIP		0.09	0.12	0.90	1.08	0.18
20	X GameGirl X	GGTS				2.25	3.00			
30	X GameGirl X	GGP				0.75	1.00			
Total Resource										
Total Costs Incurred										

Transaction Action	Op Seq	UOM	Transaction Quantity	Total Cost
Assembly completion		Ea	3.00	<202.29>
Total Costs Relieved:				<202.29>
Total Job Balance:				59.40

Stored job BOM,
stored at time of
job creation

Stored issue quantities by
job, incremented with each
WIP material transaction

Stored
completion
quantities by
job, incremented
with each WIP
completion
transaction

Stored job routing,
stored at time of job
creation

Stored applied quantities by
job, incremented with each
WIP resource transaction

Oracle WIP Value Report

Menu path: Cost Management – SLA => Reports => Value => WIP Value Report

Seattle Manufacturing

Period Close Date: 31-DEC-12

Include Jobs Closed During Period

WIP Value Report

Cumulative to Date (USD)

Report Date: 02-JAN-2013 18:39

Page: 1 of 18

Class Type: Standard Discrete

Class: Discrete

Job/Line	Assembly	Start Date	Costs Incurred	Costs Relieved	Variance Relieved	Ending Balance
121725	MC78111	03-JAN-13	0.00	0.00	0.00	0.00
121726	MC78112	03-JAN-13	0.00	0.00	0.00	0.00
121727	MC78113	03-JAN-13	0.00	0.00	0.00	0.00
121728	MC78121	03-JAN-13	0.00	0.00	0.00	0.00
121729	MC78122	03-JAN-13	0.00	0.00	0.00	0.00
121730	MC78123	03-JAN-13	0.00	0.00	0.00	0.00
121731	MC78101	06-DEC-12	572.13	0.00	0.00	572.13
121732	MC78102	06-DEC-12	0.00	0.00	0.00	0.00
121733	MC78103	06-DEC-12	0.00	0.00	0.00	0.00
132831	SB73111	29-DEC-12	0.00	0.00	0.00	0.00
132832	SB73111	19-OCT-12	8,791.00	8,770.00	0.00	21.00
136832	AS72111	10-NOV-12	9,787.62	1,924.52	0.00	7,863.10
164834	CM66701	09-JAN-13	0.00	0.00	0.00	0.00
164835	CM66701	09-JAN-13	0.00	0.00	0.00	0.00
164836						
164837						
164838						

Reports stored WIP balances, summing up to the reported accounting period

Reports stored WIP balances, summing up to the reported accounting period

Oracle WIP Value Report

Seattle Manufacturing
 Period Close Date: 31-DEC-12
 Include Jobs Closed During Period

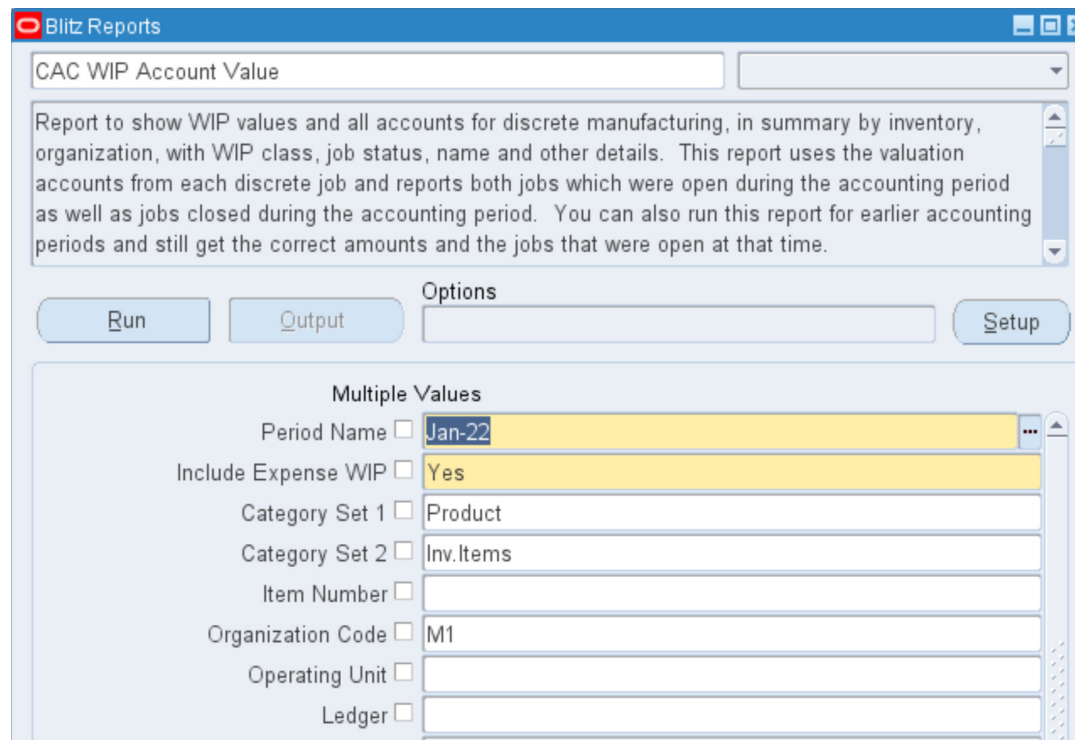
WIP Value Report
 Cumulative to Date (USD)

Report Date: 02-JAN-2013 18:39
 Page: 18 of 18

Work in Process Account Summary

Element/Variance	Account	Costs Incurred	Costs Relieved	Elemental Variances Relieved	Single Level Variances Relieved	Ending Balance
Material	01-000-1430-0000-000	29,257,579.14	29,320,336.82	4,296.02		<67,053.70>
Material Overhead	01-000-1430-0000-000	3,570.60	2,641.06	58.82		870.72
Resource	01-000-1430-0000-000	13,144,805.83	13,332,163.39	<216,826.80>		29,469.24
Outside Processing	01-000-1450-0000-000	518.00	31,019.50	<30,501.50>		0.00
Overhead	01-000-1430-0000-000	100,632.94	166,188.23	<66,364.09>		808.80
Material Variance	01-520-5310-0000-000				4,875.82	
Resource Variance	01-520-5312-0000-000				0.00	
Resource Variance	01-520-5380-0000-000				<217,275.35>	
Outside Process Var	01-520-5370-0000-000				<30,503.00>	
Overhead Variance	01-520-5330-0000-000				<55.20>	
Overhead Variance	01-520-5360-0000-000				<66,379.82>	
Work in Process Cost Totals:		42,507,106.51	42,852,349.00	<309,337.55>	<309,337.55>	<35,904.94>
		=====	=====	=====	=====	=====

Blitz WIP Account Value Report



The screenshot shows the 'Blitz Reports' window with the title 'CAC WIP Account Value'. Below the title is a text box containing a description of the report: 'Report to show WIP values and all accounts for discrete manufacturing, in summary by inventory, organization, with WIP class, job status, name and other details. This report uses the valuation accounts from each discrete job and reports both jobs which were open during the accounting period as well as jobs closed during the accounting period. You can also run this report for earlier accounting periods and still get the correct amounts and the jobs that were open at that time.' Below the text box are four buttons: 'Run', 'Output', 'Options', and 'Setup'. The 'Options' button is selected, and a 'Multiple Values' section is visible. This section contains several fields with checkboxes and dropdown menus: 'Period Name' (Jan-22), 'Include Expense WIP' (Yes), 'Category Set 1' (Product), 'Category Set 2' (Inv.Items), 'Item Number' (empty), 'Organization Code' (M1), 'Operating Unit' (empty), and 'Ledger' (empty).

For open WIP jobs, use this report to quickly scan your total WIP value; these amounts may become variances when the jobs are closed

Blitz CAC WIP Account Value Report

Operating Org													Period		Sub-				Scheduled Start			
Ledger	Unit	Code	Name	Company	Department	Account	Account	Product	WIP Class	Class Type	WIP Job	Job Status	Creation Date	Date	Date Released	Date Completed						
Vision Operations	Vision Opera M1		Dec-20	01	000	1410	0000	000	Discrete	Standard Discrete	184502	Released	16-Aug-05 10:54:33	19-Aug-05 14:12:00	16-Aug-05 10:54:33							
Vision Operations	Vision Opera M1		Dec-20	01	000	1420	0000	000	Discrete	Standard Discrete	184502	Released	16-Aug-05 10:54:33	19-Aug-05 14:12:00	16-Aug-05 10:54:33							
Vision Operations	Vision Opera M1		Dec-20	01	000	1430	0000	000	Discrete	Standard Discrete	184502	Released	16-Aug-05 10:54:33	19-Aug-05 14:12:00	16-Aug-05 10:54:33							
Vision Operations	Vision Opera M1		Dec-20	01	000	1440	0000	000	Discrete	Standard Discrete	184502	Released	16-Aug-05 10:54:33	19-Aug-05 14:12:00	16-Aug-05 10:54:33							
Vision Operations	Vision Opera M1		Dec-20	01	000	1450	0000	000	Discrete	Standard Discrete	184502	Released	16-Aug-05 10:54:33	19-Aug-05 14:12:00	16-Aug-05 10:54:33							

Date Closed	Aged Creation Date	Aged Compln vs Release Date	Aged Compln vs Creation Date	UOM Code	Start Quantity	Quantity Completed	Quantity Scrapped	Total Quantity	Completion Subinventory	Subinventory Description	Item Number	Item Description	Product Cat	Product Description	Family	Class
	Over 180 days	Over 180 days	Over 180 days	Ea	4.0	3.0	0.0	3.0	FGI	Finished Goods In XA1000	GameGrl	21129	Game Hardware	GAME	HANDHELD	
	Over 180 days	Over 180 days	Over 180 days	Ea	4.0	3.0	0.0	3.0	FGI	Finished Goods In XA1000	GameGrl	21129	Game Hardware	GAME	HANDHELD	
	Over 180 days	Over 180 days	Over 180 days	Ea	4.0	3.0	0.0	3.0	FGI	Finished Goods In XA1000	GameGrl	21129	Game Hardware	GAME	HANDHELD	
	Over 180 days	Over 180 days	Over 180 days	Ea	4.0	3.0	0.0	3.0	FGI	Finished Goods In XA1000	GameGrl	21129	Game Hardware	GAME	HANDHELD	
	Over 180 days	Over 180 days	Over 180 days	Ea	4.0	3.0	0.0	3.0	FGI	Finished Goods In XA1000	GameGrl	21129	Game Hardware	GAME	HANDHELD	

Inv.Items Description	Project Number	Project Name	UOM Code	Lot Number	Currency Code	WIP Material Value	WIP Material Overhead Value	WIP Resource Value	WIP Outside Processing Value	WIP Overhead Value	WIP Scrap Value	WIP Costs In	WIP Costs Out	WIP Relief	WIP Value
Handheld Game Devices			Ea		USD	25.65	0.00	0.00	0.00	0.00	0.00	126.69	101.04	0.00	25.65
Handheld Game Devices			Ea		USD	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Handheld Game Devices			Ea		USD	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Handheld Game Devices			Ea		USD	0.00	0.00	33.75	0.00	0.00	0.00	135.00	101.25	0.00	33.75
Handheld Game Devices			Ea		USD	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

These values tie back to the Oracle Discrete Job Value Report and the Oracle WIP Value Report

For open WIP jobs, use this report to quickly scan your total WIP value; these amounts will become variances when the jobs are closed

Blitz CAC Manufacturing Variance Summary Report

Blitz Reports

CAC Manufacturing Variance Summary

Report your summary manufacturing variances for your open and closed WIP jobs. If the job is open the Report Type column displays "Valuation", as this WIP job and potential variances are still in your WIP inventory balances. If the job has been closed during the reporting period, the Report Type column displays "Variance", as this WIP job was written off on a WIP Job Close Variance transaction. You can report prior periods and this report will automatically adjust the assembly

Run Output Options Setup

Multiple Values

Report Option ☐ All jobs

Period Name ☐ Apr-22

Cost Type ☐ Frozen

Include Scrap Quantities ☐ Yes

Include Unreleased Jobs ☐ No

Include Bulk Supply Items ☐ No

Use Completion Quantities ☐ Yes

Config/Lot Variances for Non-Std ☐ No

Include Unimplemented ECOs ☐ No

Alternate BOM Designator ☐

Category Set 1 ☐ Product

Category Set 2 ☐ Inv.Items

Organization Code ☐ M1

Class Code ☐

Job Status ☐

WIP Job ☐

Component Number ☐

Assembly Number ☐

Outside Processing Item ☐

Resource Code ☐

Operating Unit ☐

Ledger ☐

Slide 37

Blitz CAC Manufacturing Variance Summary Report

Use This Report to Find Your Winners and Losers

- Report your summary manufacturing variances for your open and closed WIP jobs.
- If the job is open the Report Type column displays "Valuation", as this WIP job and potential variances are still in your WIP inventory balances.
- If the job has been closed during the reporting period, the Report Type column displays "Variance", as this WIP job was written off on a WIP Job Close Variance transaction.
- You can report prior periods and this report will automatically adjust the assembly completion quantities and component issue quantities to reflect the quantities for the specified accounting period, as well as report only jobs which were open or closed during that prior period.

Blitz CAC Manufacturing Variance Summary Report

Use this summary report for material usage, resource and overhead efficiency, configuration, method and lot variances.

- How standard requirements are calculated:
 - Closed, Pending Close, Cancelled, Complete and Complete No Charges WIP job statuses use the completion quantities.
 - All other WIP jobs use the parameter "Use Completion Quantities".
- And if you use Standard Costing, for standard discrete jobs this report also shows your configuration and method variances; the difference between your WIP BOM/routing and your primary or standard BOM/routing.
- Non-standard jobs usually do not have configuration variances, as they are "non-standard" without standard BOM or routing requirements.

Blitz CAC Manufacturing Variance Summary Report

□ First “Section” to This Report:

- Ledger, Operating Unit, Org, WIP Job and Assembly information (example below has hidden columns)
- Lots and lots of information about the WIP job:
 - WIP Class, Status
 - Dates: Creation, Start Date, Date Released, Date Completed, Date Closed
 - Item Master and Costing Lot Sizes
 - Quantities: Start, Completion, Scrapped, Total Quantity
- Assembly, Item Type, Item Status, Item Category and Lot Number

Report Type	Report Mode	Org Code	Period Name	WIP Job	Job Status	Creation Date	Scheduled Start Date	Date Released	Date Completed	Date Closed	Last Update Date
Valuation	Summary	M1	Sep-21	195931	Complete	28.Sep.05 07:50:14	5.Oct.05 10:14:00	28.Sep.05 07:50:14	10.Oct.05 12:00:03		10.Oct.05 12:01:46
Valuation	Summary	M1	Sep-21	196031	Complete	29.Sep.05 09:13:03	29.Sep.05 08:36:00	29.Sep.05 09:13:03	29.Sep.05 09:15:57		29.Sep.05 09:16:54
Valuation	Summary	M1	Sep-21	196131	Complete	29.Sep.05 12:52:17	28.Sep.05 14:24:00	29.Sep.05 12:52:17	29.Sep.05 12:53:06		29.Sep.05 12:53:28
UOM Code	Item Std Lot Size	Lot Size Cost Type	Costing Lot Size	Start Quantity	Assembly Quantity Completed	Assembly Quantity Scrapped	Total Assembly Quantity				
Ea		Frozen	1	149.0	140.0	9.0	149.0				
Ea		Frozen	1	3.0	1.0	2.0	3.0				
Ea		Frozen	1	3.0	3.0	0.0	3.0				
Assemb	Assembly Description	Item Type	Item Status	Make Buy Code	Product Cat	Product Description	Family	Class	Inv.Items Description	Lot Number	
XA5000	Deluxe Laptop	Finished good	Active	Make	21117	Laptop	COMPUTER	NOTEBOOK	Notebook Computers		
XA1000	GameGirl	Finished good	Active	Make	21129	Game Hardware	GAME	HANDHELD	Handheld Game Devices		
XA1000	GameGirl	Finished good	Active	Make	21129	Game Hardware	GAME	HANDHELD	Handheld Game Devices		

Blitz CAC Manufacturing Variance Summary Report

□ Second “Section” to This Report:

■ Summary Material Variance information

- Material Usage Variance
- Configuration Variance
- Material Lot Variance
- Total Material Variance

Cost Type ▼	Currency Code ▼	Material Usage Variance ▼	Configuration Variance ▼	Material Lot Variance ▼	Total Material Variance ▼
Frozen	USD	478.56	(4,113.89)	0.00	(3,635.33)
Frozen	USD	26.22	0.00	0.00	26.22
Frozen	USD	0.00	0.00	0.00	0.00

■ Summary Resource, OSP and Overhead Variance information

- Resource/OSP/Overhead Efficiency Variances
- Resource/OSP Methods Variances
- Resource/OSP Lot Variances
- Total Resource/OSP/Overhead Variances

Resource Efficiency Variance ▼	Resource Methods Variance ▼	Resource Lot Variance ▼	Total Resource Variance ▼
294.01	0.00	0.00	294.01
81.00	0.00	0.00	81.00
0.04	0.00	0.00	0.04
0.00	0.00	0.00	0.00

Blitz CAC Manufacturing Variance Summary Report

Summary Total "Section" to This Report:

- Total Explained vs. Unexplained Variances
 - Explained – Usage, Efficiency, Configuration, Methods, Lot
 - Unexplained – Total WIP job variances less Explained

Total Explained Variance	Unexplained Material Variance	Unexplained Resource	Unexplained OSP	Unexplained Overhead	Total Unexplained
(3,341.32)	248.49	(0.01)	0.00	0.00	248.48
107.22	25.06	40.52	0.00	0.00	65.58
0.04	0.00	(0.02)	0.00	0.00	(0.02)

WIP Summary Total Variance Section:

- Total Variances and Value
- Cost Rollup Information

Total Variance	Rolled Up	Last Cost Rollup	WIP Costs In	WIP Costs Out	WIP Relief	WIP Value
(3,092.84)	Yes	1.Nov.05 08:42:02	184,284.69	187,377.53	0.00	(3,092.84)
172.80	Yes	29.Jan.07 13:49:53	309.53	136.73	0.00	172.80
0.02	Yes	29.Jan.07 13:49:53	202.31	202.29	0.00	0.02

These values tie back to the Oracle WIP Job Value Report

Blitz WIP Material Usage Variance Report

Report Type	Ledger	Operating Unit	Org Code	Period Name	Company	Department	Account	Sub-Account	Product	WIP Class	Class Type	WIP Job	Job Status	Date Completed	Date Closed	Last Updated	UOM Code
Valuation	Vision Operation	Vision Opera M1		Dec-20	01	000	1410	0000	000	Discrete	Standard Discr	184502	Released			8-May-21 03:48:47	Ea
Valuation	Vision Operation	Vision Opera M1		Dec-20	01	000	1410	0000	000	Discrete	Standard Discr	184502	Released			8-May-21 03:48:47	Ea
Valuation	Vision Operation	Vision Opera M1		Dec-20	01	000	1410	0000	000	Discrete	Standard Discr	184502	Released			8-May-21 03:48:47	Ea
Start Quantity	Assembly Completed	Assembly Quantity	Assembly Scrapped	Total Assembly Quantity	Assembly	Description	Item Type	Status	Code	Product Cat	Product Description	Family	Class	Inv. Items Description			
4.0		3.0		0.0	3.0	XA1000	GameGirl	Finished good	Active	Make	21129	Game Hardware	GAME	HANDHELD	Handheld Game Devices		
4.0		3.0		0.0	3.0	XA1000	GameGirl	Finished good	Active	Make	21129	Game Hardware	GAME	HANDHELD	Handheld Game Devices		
4.0		3.0		0.0	3.0	XA1000	GameGirl	Finished good	Active	Make	21129	Game Hardware	GAME	HANDHELD	Handheld Game Devices		
Component	Description	Supply Type	Operation Seq Number	Currency	UOM	Quantity Per Assembly	Total Required Quantity	Quantity Issued	Quantity Left In Wip	Material Usage Variance	Component Comments						
XC1000	Game Girl Case	Assembly Pull	10	USD	5.76000	Ea	1.0	3.0	3.0	0.0	0.00						
XC1002	Game Girl Screen	Assembly Pull	10	USD	12.82000	Ea	1.0	3.0	3.0	0.0	0.00						
XC1003	Game Girl Controller	Assembly Pull	10	USD	8.55000	Ea	1.0	3.0	3.0	0.0	0.00						
XC1004	Game Girl Overlay	Assembly Pull	10	USD	0.43000	Ea	1.0	3.0	3.0	0.0	0.00						
XC1005	Game Girl Package	Assembly Pull	10	USD	2.14000	Ea	1.0	3.0	3.0	0.0	0.00						
XC1101	GG Circuit Board	Assembly Pull	11	USD	2.35000	Ea	1.0	3.0	3.0	0.0	0.00						
XC1102	Resistor	Assembly Pull	11	USD	0.02000	Ea	9.0	27.0	27.0	0.0	0.00						
XC1103	Capacitor	Assembly Pull	11	USD	0.07000	Ea	3.0	9.0	9.0	0.0	0.00						
XC1104	RAM	Assembly Pull	11	USD	6.70000	Ea	1.0	3.0	3.0	0.0	0.00						
XC1105	Diode	Assembly Pull	11	USD	0.14000	Ea				0.00	0.00						
XC1106	Label	Assembly Pull	11	USD	0.15000	Ea				0.00	0.00						
XC1107	DIP Switch	Assembly Pull	11	USD	2.10000	Ea				0.00	0.00						

These variances tie back to the Oracle Discrete Job Value Report

For open and closed WIP jobs, use this report to quickly scan your material usage variances. Open jobs have the Report Type "Valuation" and closed jobs have the Report Type "Variance".

Blitz WIP Resource Efficiency Report

Report Type	Ledger	Operating Unit	Org Code	Period Name	Company	Department	Account	Sub-Account	Product	WIP Class	Class Type	WIP Job	Project Number	Job Status	Date Released	Date Completed	Date Closed	Last Update Date	UOM Code
Valuation	Vision Operat	Vision Oper	M1	Dec-20	01	000	1440	0000	000	Discrete	Standard Discrete	184502		Released	16-Aug-05 10:54:33			8-May-21 03:48:47	Ea
Valuation	Vision Operat	Vision Oper	M1	Dec-20	01	000	1440	0000	000	Discrete	Standard Discrete	184502		Released	16-Aug-05 10:54:33			8-May-21 03:48:47	Ea
Valuation	Vision Operat	Vision Oper	M1	Dec-20	01	000	1440	0000	000	Discrete	Standard Discrete	184502		Released	16-Aug-05 10:54:33			8-May-21 03:48:47	Ea
Valuation	Vision Operat	Vision Oper	M1	Dec-20	01	000	1440	0000	000	Discrete	Standard Discrete	184502		Released	16-Aug-05 10:54:33			8-May-21 03:48:47	Ea
Valuation	Vision Operat	Vision Oper	M1	Dec-20	01	000	1440	0000	000	Discrete	Standard Discrete	184502		Released	16-Aug-05 10:54:33			8-May-21 03:48:47	Ea
Start Quantity	Assembly Completed	Assembly Quantity	Scrapped	Total Assembly Quantity	Assembly Description	Item Type	Item Status	Make Buy Code	Product Cat	Product Description	Family	Class	Inv.Items Description	Item	Outside Processing Description	OSP Description	PO Number		
4.0		3.0		0.0	3.0 XA1000	GameGirl	Finished good	Active	Make	21129	Game Hardware	GAME	HANDHELD	Handheld Game Devices					
4.0		3.0		0.0	3.0 XA1000	GameGirl	Finished good	Active	Make	21129	Game Hardware	GAME	HANDHELD	Handheld Game Devices					
4.0		3.0		0.0	3.0 XA1000	GameGirl	Finished good	Active	Make	21129	Game Hardware	GAME	HANDHELD	Handheld Game Devices					
4.0		3.0		0.0	3.0 XA1000	GameGirl	Finished good	Active	Make	21129	Game Hardware	GAME	HANDHELD	Handheld Game Devices					
4.0		3.0		0.0	3.0 XA1000	GameGirl	Finished good	Active	Make	21129	Game Hardware	GAME	HANDHELD	Handheld Game Devices					

Line Number	PO Release	Operation Seq Number	Resource Seq Number	Resource Code	Currency Code	Basis Type	PO Unit Price	Resource Costs	Resource UOM Code	Quantity Per Assembly	Total Required Quantity	Total Units Applied	Applied Resource Value	Quantity Variance	Resource Efficiency Variance
		10	10	X GGASSY	USD	Item		13.50000	HR	1.0	3.0	4.0	54.00	(1.0)	(13.50)
		11	11	X GGASSY	USD	Item		13.50000	HR	0.1	0.2	0.3	3.78	(0.1)	(0.95)
		12	12	X GGASSY	USD	Item		13.50000	HR	0.1	0.3	0.4	5.40	(0.1)	(1.35)
		13	13	X GGASSY	USD	Item		13.50000	HR	0.1	0.2	0.2	2.70	(0.1)	(0.68)
		14	14	X GGASSY	USD	Item		13.50000	HR	0.0	0.1	0.1	1.62	0.0	(0.41)
		20	10	X GGTST	USD	Item		19.00000	HR	0.8	2.3	3.0	57.00	(0.8)	(14.25)
		30	10	X GGPack	USD	Item		10.50000	HR						(2.63)

These variances tie back to the Oracle

These variances tie back to the Oracle Discrete Job Value Report

Run this report for open WIP jobs, to quickly see if all OSP and resources have been issued or received to the job, prior to closing them.

Blitz Detail Variance Reports

- ❑ Explains More Variances than the Oracle Variance Reports:
 - CAC Material Usage with Configuration and Lot Variances
 - CAC Resource Efficiency with Methods and Lot Variances

- ❑ CAC Material Usage with Configuration and Lot Variances
 - Material Usage Variances (just like the Oracle Discrete Job Value Report)
 - Configuration Variances
 - Lot Variances

- ❑ CAC Resource Efficiency with Methods and Lot Variances
 - Resource and OSP Efficiency (just like the Oracle Discrete Job Value Report)
 - Resource and OSP Method Variances
 - Resource and Lot Variances

Use these reports to understand your WIP variances in detail

Blitz Manufacturing Detail Variance

- ❑ Combines Two Detailed Reports into One:
 - CAC Material Usage with Configuration and Lot Variances
 - CAC Resource Efficiency with Methods and Lot Variances
- ❑ Works the Same as the Summary Variance Report
- ❑ But Has Detailed Cost and Variances Information for:
 - Material Charges and Variances – by Component
 - Resource Charges and Variances – by Resource
 - Outside Processing (OSP) Charges and Variances – by OSP Resource
 - Overhead Charges and Variances – showing charged or earned overheads
 - With Total Explained Variances for the above

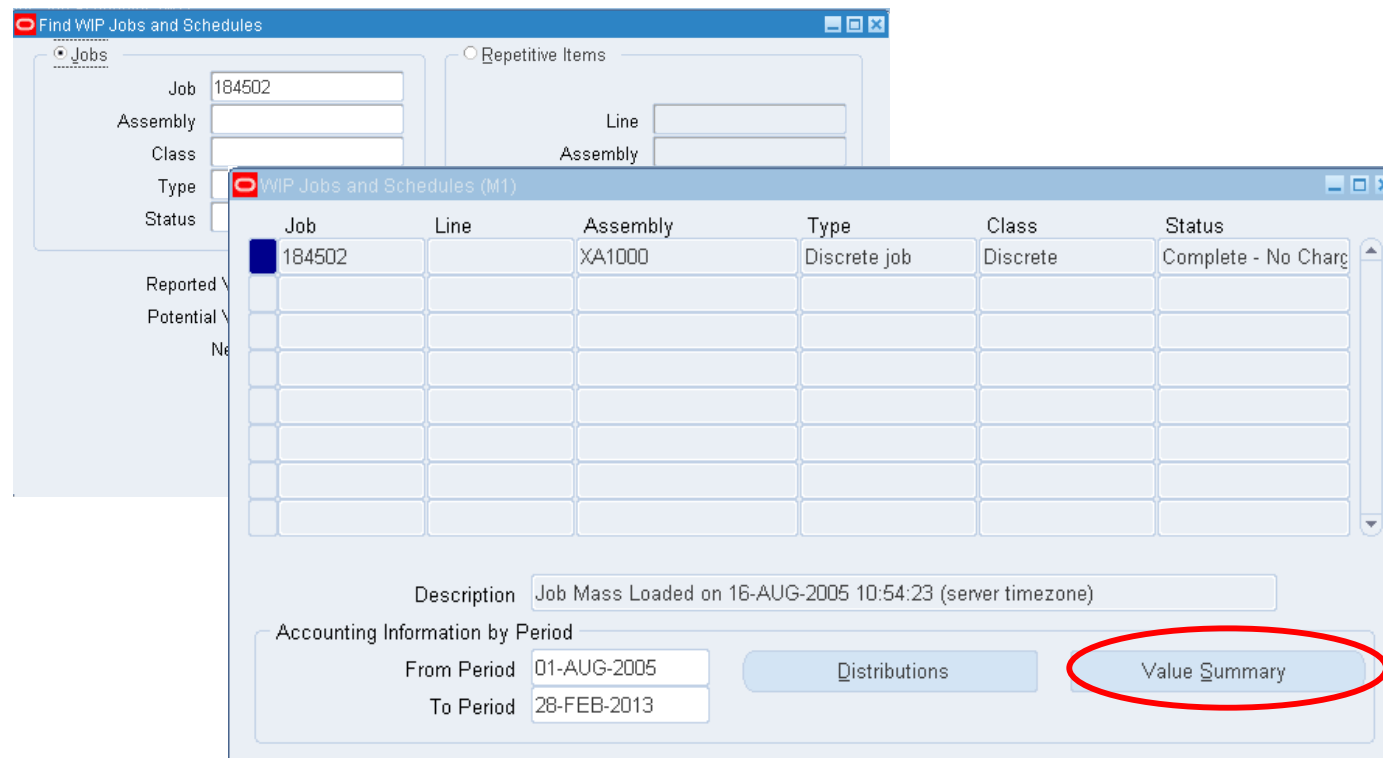
Use this report to understand your WIP variances in detail

Standard Oracle Forms and Reports for WIP Review

WIP Value Summary

Menu path: Cost Management – SLA => View Transactions => WIP Value Summary

- Good Summary and Drill Down by Job



Find WIP Jobs and Schedules

Jobs

Job 184502

Assembly

Class

Type

Status

Reported \

Potential \

Ne

Repetitive Items

Line

Assembly

WIP Jobs and Schedules (M1)

Job	Line	Assembly	Type	Class	Status
184502		XA1000	Discrete job	Discrete	Complete - No Charge

Description Job Mass Loaded on 16-AUG-2005 10:54:23 (server timezone)

Accounting Information by Period

From Period 01-AUG-2005

To Period 28-FEB-2013

Distributions

Value Summary

WIP Value Summary

Menu path: Cost Management – SLA => View Transactions => WIP Value Summary

- Good Summary and Drill Down by Job (Summary Tab)

WIP Value Summary (M1) - 184502

Periods

From: 01-AUG-2005 To: 28-FEB-2013 Refresh

Quantities

UOM: Ea
 Required: 4
 Completed: 3
 Relieved: 0

Summary Level

Cost Element	Account	Costs Incurred	Costs Relieved	Variances Relieved	Net Activity
Material	01-000-1430-0000-00	126.69	101.04	0.00	25.65
Material Overhea	01-000-1430-0000-00	0.00	0.00	0.00	0.00
Resource	01-000-1430-0000-00	135.00	101.25	0.00	33.75
Outside Process	01-000-1430-0000-00	0.00	0.00	0.00	0.00
Overhead	01-000-1430-0000-00	0.00	0.00	0.00	0.00
Total		261.69	202.29	0.00	59.40

Distributions

WIP Value Summary

Menu path: Cost Management – SLA => View Transactions => WIP Value Summary

- Good Summary and Drill Down by Job (Level Tab)

WIP Value Summary (M1) - 184502

Periods

From: 01-AUG-2005 To: 28-FEB-2013 Refresh

Quantities

UOM: Ea

Required: 4

Completed: 3

Relieved: 0

Summary Level

Cost Element	Account	This Level		Previous Level	
		Incurred	Relieved	Incurred	Relieved
Material	01-000-1430-0000-00	0.00	0.00	126.69	101.04
Material Overhea	01-000-1430-0000-00	0.00	0.00	0.00	0.00
Resource	01-000-1430-0000-00	135.00	101.25	0.00	0.00
Outside Process	01-000-1430-0000-00	0.00	0.00	0.00	0.00
Overhead	01-000-1430-0000-00	0.00	0.00	0.00	0.00
Total		135.00	101.25	126.69	101.04

Distributions

WIP Value Summary

Menu path: Cost Management – SLA => View Transactions => WIP Distributions

This query screen shows all distributions, material, resources, OSP & overheads

WIP Transaction Distributions (M1) - 184502, 01-000-1430-0000-000

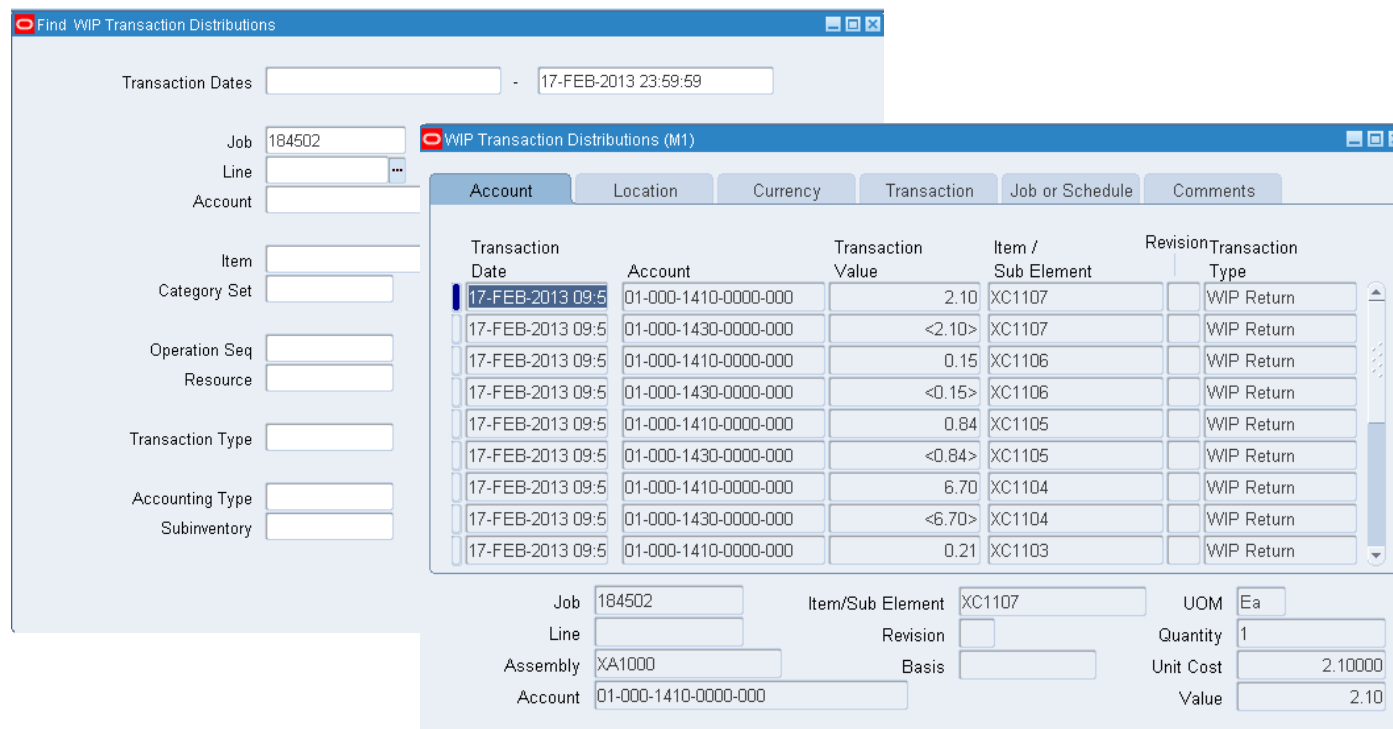
Transaction Date	Account	Transaction Value	Item / Sub Element	Revision	Transaction Type
17-FEB-2013 09:5	01-000-1430-0000-000	<2.10>	XC1107		WIP Return
17-FEB-2013 09:5	01-000-1430-0000-000	<0.15>	XC1106		WIP Return
17-FEB-2013 09:5	01-000-1430-0000-000	<0.84>	XC1105		WIP Return
17-FEB-2013 09:5	01-000-1430-0000-000	<6.70>	XC1104		WIP Return
17-FEB-2013 09:5	01-000-1430-0000-000	<0.21>	XC1103		WIP Return
17-FEB-2013 09:5	01-000-1430-0000-000	<0.18>	XC1102		WIP Return
17-FEB-2013 09:5	01-000-1430-0000-000	<2.35>	XC1101		WIP Return
17-FEB-2013 09:5	01-000-1430-0000-000	<2.14>	XC1005		WIP Return
17-FEB-2013 09:5	01-000-1430-0000-000	<0.43>	XC1004		WIP Return

Job	184502	Item/Sub Element	XC1107	UOM	Ea
Line		Revision		Quantity	-1
Assembly	XA1000	Basis		Unit Cost	2.10000
Account	01-000-1430-0000-000			Value	<2.10>

All WIP Transactions

Menu path: Cost Management – SLA => View Transactions => WIP Distributions

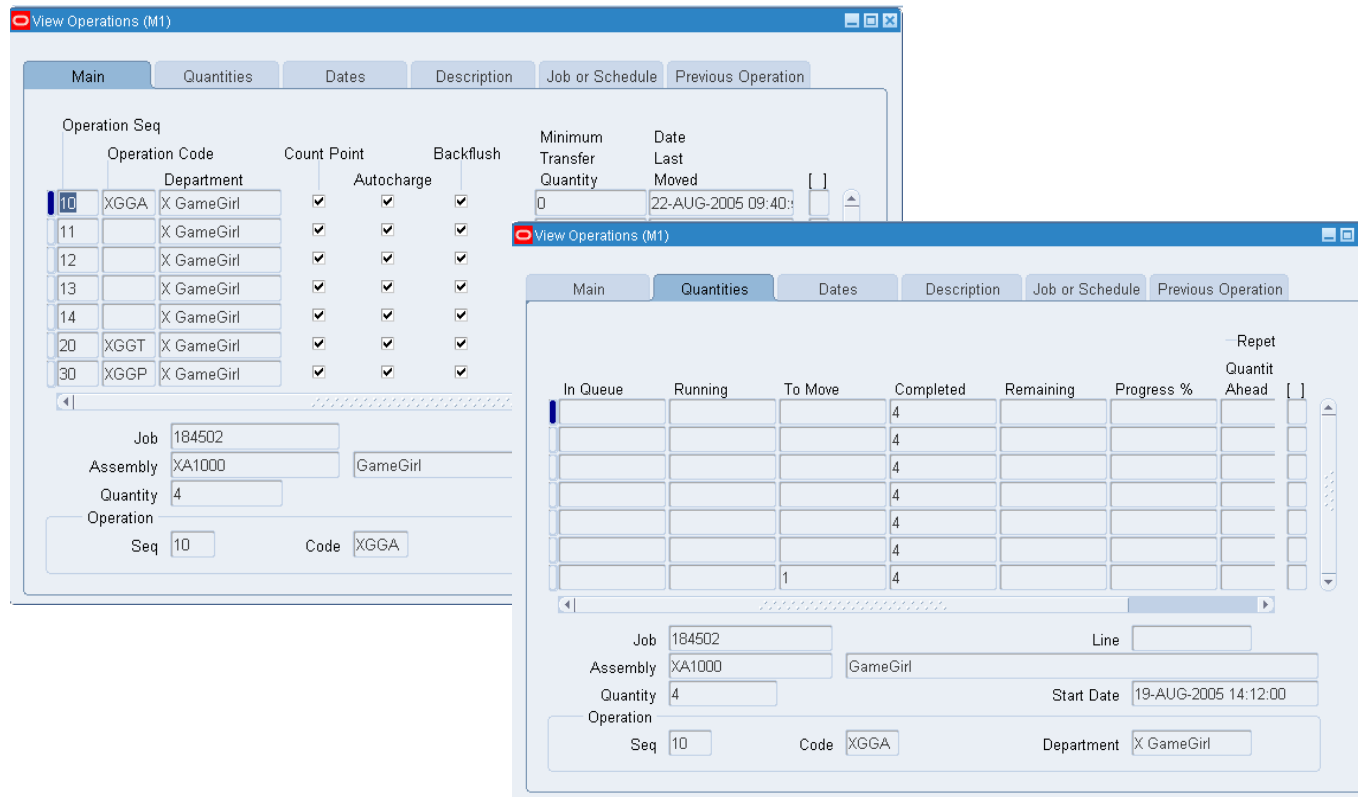
- See all WIP Transactions Using One Screen or Form



Transaction Date	Account	Transaction Value	Item / Sub Element	Revision	Transaction Type
17-FEB-2013 09:5	01-000-1410-0000-000	2.10	XC1107		WIP Return
17-FEB-2013 09:5	01-000-1430-0000-000	<2.10>	XC1107		WIP Return
17-FEB-2013 09:5	01-000-1410-0000-000	0.15	XC1106		WIP Return
17-FEB-2013 09:5	01-000-1430-0000-000	<0.15>	XC1106		WIP Return
17-FEB-2013 09:5	01-000-1410-0000-000	0.84	XC1105		WIP Return
17-FEB-2013 09:5	01-000-1430-0000-000	<0.84>	XC1105		WIP Return
17-FEB-2013 09:5	01-000-1410-0000-000	6.70	XC1104		WIP Return
17-FEB-2013 09:5	01-000-1430-0000-000	<6.70>	XC1104		WIP Return
17-FEB-2013 09:5	01-000-1410-0000-000	0.21	XC1103		WIP Return

WIP Operational Analysis - Operations

Menu path: Cost Management – SLA => Operational Analysis => Work in Process => Operations



Operation Seq	Operation Code	Department	Count Point	Autocharge	Backflush	Minimum Transfer Quantity	Date Last Moved
10	XGGA	X GameGirl	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	0	22-AUG-2005 09:40:...
11		X GameGirl	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
12		X GameGirl	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
13		X GameGirl	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
14		X GameGirl	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
20	XGGT	X GameGirl	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
30	XGGP	X GameGirl	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		

In Queue	Running	To Move	Completed	Remaining	Progress %	Repet Quantit Ahead
			4			
			4			
			4			
			4			
			4			
			4			
		1	4			

WIP Operational Analysis – Material Requirements

Menu path: Cost Management – SLA => Operational Analysis => Work in Process => Material Requirements

View Material Requirements (M1)

Main Quantities Repetitive Quantities Supply Header

Component	UOM	Basis Type	Per Assembly	Inverse Usage	Yield	Required
XC1000	Ea	Item	1	1		4
XC1002	Ea	Item	1	1		4
XC1003	Ea	Item	1	1		4
XC1004	Ea	Item	1	1		4
XC1005	Ea	Item	1	1		4
XC1101	Ea	Item	1	1		4
XC1102	Ea	Item	9	.111111111111		36
XC1103	Ea	Item	3	.333333333333		12
XC1104	Ea	Item	1	1		4
XC1105	Ea	Item	6	.166666666666		24

Job 184502 Line

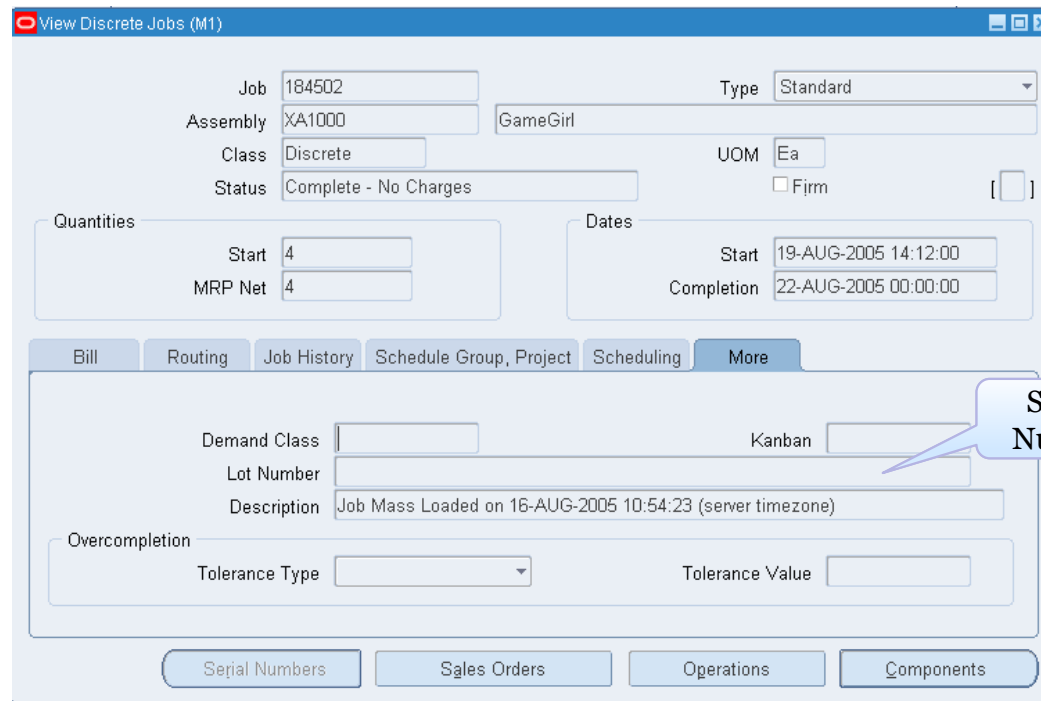
Assembly XA1000 GameGirl

Start Date 19-AUG-2005 14:12:00

Component Desc Game Girl Case

WIP Operational Analysis – View Discrete Jobs

Menu path: Cost Management – SLA => Discrete Jobs => View Discrete Jobs



View Discrete Jobs (M1)

Job: 184502 Type: Standard
Assembly: XA1000 GameGirl
Class: Discrete UOM: Ea
Status: Complete - No Charges ☐ Firm

Quantities: Start: 4 MRP Net: 4
Dates: Start: 19-AUG-2005 14:12:00 Completion: 22-AUG-2005 00:00:00

Bill Routing Job History Schedule Group, Project Scheduling More

Demand Class: Lot Number: Kanban: []
Description: Job Mass Loaded on 16-AUG-2005 10:54:23 (server timezone)

Overcompletion: Tolerance Type: Tolerance Value:

Serial Numbers Sales Orders Operations Components

See the Lot
Number here

Operations and Components buttons are the same as prior slides

What is Wrong Here? Closed Job Variance Example

Menu path: Cost Management – SLA => Reports => Value => Discrete Job Value Report – Standard Costing

Seattle Manufacturing

Discrete Job Value Report

Report Date: 11-OCT-2015 14:32

Detail with Requirements based on Actual Quantity Completed (USD)

Page: 872 of 3897

Sort by: Job

Job: 157113

Job Desc: Job Mass Loaded on 02-FEB

Job Type: Standard

Status: Closed

Assembly: XA1000

Revision: A 03-FEB-05

UOM: Ea

Accounting Class: Discrete

Start Quantity: 75.00

Start Date: 03-FEB-05

Class Type: Standard Discrete

Quantity Completed: 75.00

Date Released: 02-FEB-05

Class Description: Discrete Job Class

Quantity Scrapped: 0.00

Scheduled Completion Date: 07-FEB-05

Project:

Project Name:

Date Closed: 03-JUN-05

Material

Component Item	Description	Supply Type	Op UOM Seq	Quantity Required	Quantity Issued	Requirements At Job Standard	Actual Issues At Standard	Usage Variance
XC1000	Game Girl Case	Assembly	Ea 10	75.00	75.00	432.00	432.00	0.00
XC1001	Game Girl Board	Assembly	Ea 10	75.00	75.00	1,281.75	1,281.75	0.00
XC1002	Game Girl Screen	Assembly	Ea 10	75.00	75.00	961.50	961.50	0.00
XC1003	Game Girl Controller	Assembly	Ea 10	75.00	75.00	641.25	641.25	0.00
XC1004	Game Girl Overlay	Assembly	Ea 10	75.00	75.00	32.25	32.25	0.00
XC1005	Game Girl Package	Assembly	Ea 10	75.00	75.00	160.50	160.50	0.00
Total Material Costs:						3,509.25	3,509.25	0.00

Resource

Op Seq	Department	Resource	UOM Basis	Auto Charge	Std Rate	Standard Res Units	Applied Res Units	Resource Standard Cost	Resource Applied Cost	Efficiency Variance
10	X GameGirl	X GGASSY	HR Item	WIP move	No	75.00	75.00	1,012.50	1,012.50	0.00
20	X GameGirl	X GGIST	HR Item	WIP move	No	56.25	56.25	1,068.75	1,068.75	0.00
30	X GameGirl	X GGPACK	HR Item	WIP move	No	18.75	18.75	196.88	196.88	0.01
Total Resource Costs:								2,278.13	2,278.13	0.01
Total Costs Incurred:								5,787.38	5,787.38	0.01

Completions and other Transactions

Transaction Action	Op Seq	UOM	Transaction Quantity	Total Cost
Assembly completion		Ea	75.00	<5,057.25>
Total Costs Relieved:				<5,057.25>

Material
usage
variance
is zero

Resource
efficiency
variance
is zero

But Total Costs Incurred
does not equal the
assembly completion
costs! Why is this?

What is Wrong Here? Closed Job Variance Example

Menu path: Cost Management – SLA => Reports => Value => Discrete Job Value Report – Standard Costing

Seattle Manufacturing		Discrete Job Value Report		Report Date: 11-OCT-2015 14:32	
Sort by: Job		Detail with Requirements based on Actual Quantity Completed (USD)		Page: 873 of 3897	
		Close Transactions			
Close Type	Date			Total Cost	
Job close variance	03-JUN-05			<93.37>	
Total Close Transactions:				<93.37>	
Total Job Balance:				636.76	

The report has a balance of 636.76 but the job balance is different, why is this?

Cumulative-To-Date Summary						
Element/Variance	Accounts	Costs Incurred	Costs Relieved	Elemental Variances Relieved	Single Level Variances Relieved	Period Activity
Material	01-000-1410-0000-000	3,509.25	3,162.75	346.50		346.50
Material Overhead	01-000-1420-0000-000	0.00	0.00	0.00		0.00
Resource	01-000-1440-0000-000	2,278.13	2,531.26	<253.13>		<253.13>
Outside Processing	01-000-1450-0000-000	0.00	0.00	0.00		0.00
Overhead	01-000-1430-0000-000	0.00	0.00	0.00		0.00
Material Variance	01-520-5310-0000-000				346.50	
Resource Variance	01-520-5312-0000-000				<253.13>	
Outside Process Var	01-520-5370-0000-000				0.00	
Overhead Variance	01-520-5330-0000-000				0.00	
Total Costs:		5,787.38	5,694.01	93.37	93.37	93.37

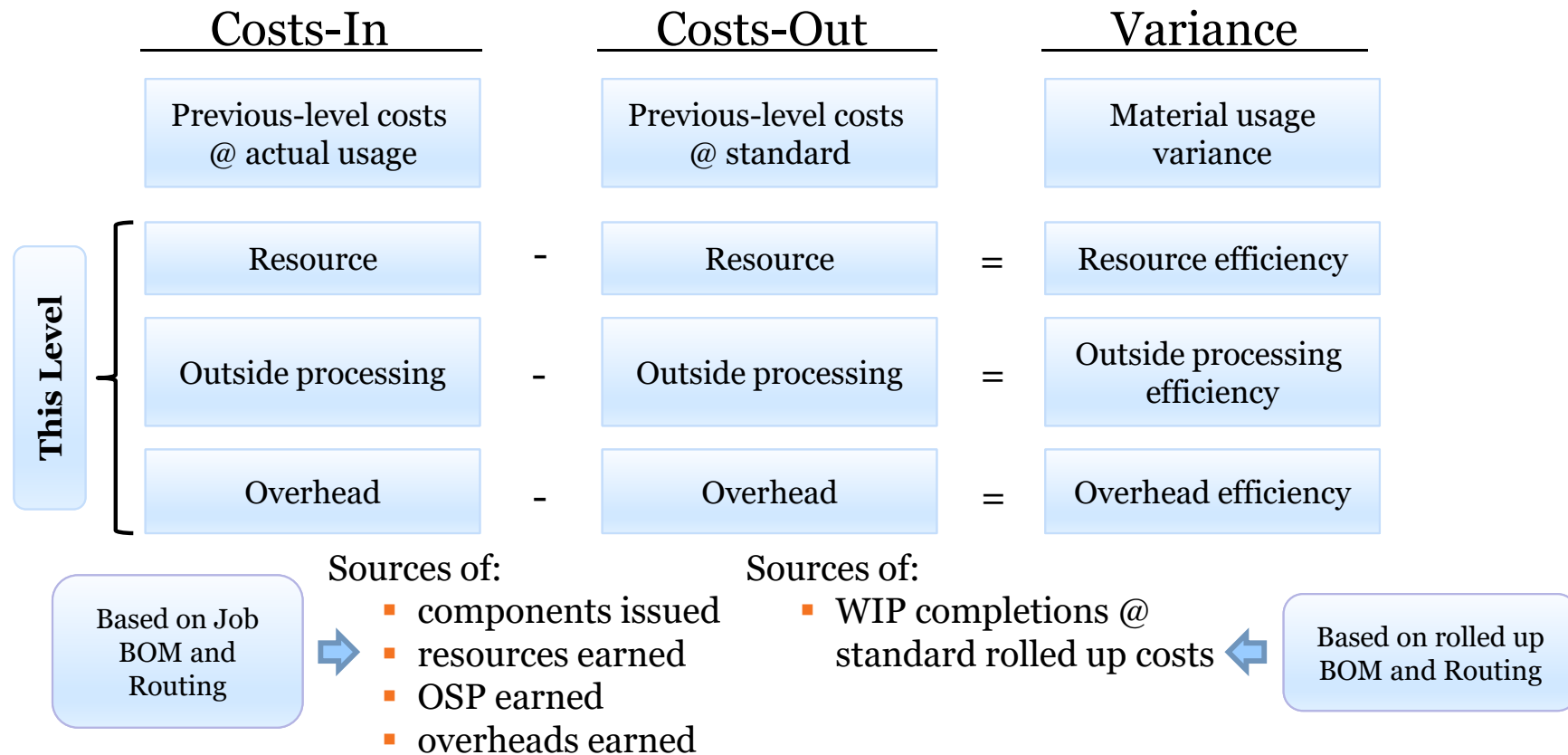
Comes from stored WIP summary values

Job close balance is zero:
 $5,787.38 - 5,694.01 - 93.37 = 0.00$

Material and Resource Variances do not equal the detailed variances on the report

Why? Configuration and methods variances

Work In Process



This is What a Closed Job Should Look Like:

Menu path: Cost Management – SLA => Reports => Value => Discrete Job Value Report – Standard Costing

Seattle Manufacturing				Discrete Job Value Report				Report Date: 11-OCT-2015 14:32			
				Detail with Requirements based on Actual Quantity Completed (USD)				Page: 502 of 3897			
Sort by: Job											
Job: 132725				Job Desc:				Job Type: Standard			
								Status: Closed			
Assembly: AS66313				Revision: A 13-OCT-04				UOM: Ea			
Accounting Class: Discrete				Start Quantity: 113.00				Start Date: 13-OCT-04			
Class Type: Standard Discrete				Quantity Completed: 113.00				Date Released: 13-OCT-04			
Class Description: Discrete Job Class				Quantity Scrapped: 0.00				Scheduled Completion Date: 14-OCT-04			
Project:				Project Name:				Date Closed: 03-JAN-05			
Material											
Component Item	Description	Supply Type	UOM	Op Seq	Quantity Required	Quantity Issued	Requirements At Job Standard	Actual Issues At Standard	Usage	Variance	
CM66323	LCD Display	Operation	Ea	10	113.00	113.00	4,610.40	4,610.40		0.00	
CM66328	Plastic Case	Operation	Ea	10	113.00	113.00	1,179.72	1,179.72		0.00	
SB66325	PCB Assy - Vision Pa	Operation	Ea	10	113.00	113.00	14,138.56	14,138.56		0.00	
Total Material Costs:							19,928.68	19,928.68		0.00	
Resource											
Op Seq	Department	Resource	UOM Basis	Auto Charge	Std Rate	Standard Res Units	Applied Res Units	Resource Standard Cost	Resource Applied Cost	Efficiency Variance	
10	SURF MOUNT	ROBOT9	HR Item	WIP move	Yes	14.13	14.13	2,825.00	2,825.00	0.00	
Total Resource Costs:							2,825.00	2,825.00		0.00	
Move Based Overhead Costs											
Op Seq	Department	Overhead	Basis			Standard Basis Factor	Applied Basis Factor	Standard Cost	Overhead Applied Cost	Efficiency Variance	
10	SURF MOUNT	Equip/Tool	Item			113.00	113.00	11.30	11.30	0.00	
10	SURF MOUNT	Facility	Item			113.00	113.00	11.30	11.30	0.00	
Total Moved Based Overhead Costs:								22.60	22.60	0.00	
Total Costs Incurred:								22,776.28	22,776.28	0.00	

Zero
variances

Zero
variances

Zero
variances

This is What a Closed Job Should Look Like:

Menu path: Cost Management – SLA => Reports => Value => Discrete Job Value Report – Standard Costing

Seattle Manufacturing

Report Date: 11-OCT-2015 14:32

Page: 503 of 3897

Discrete Job Value Report

Detail with Requirements based on Actual Quantity Completed (USD)

Sort by: Job

Completions and other Transactions

Transaction Action	Op Seq	UOM	Transaction Quantity	Total Cost
Assembly completion		Ea	113.00	<22,776.28>
Total Costs Relieved:				<22,776.28>

Close Transactions

Close Type	Date	Total Cost
Job close variance	03-JAN-05	0.00
Total Close Transactions:		0.00
Total Job Balance:		0.00

Cumulative-To-Date Summary

Element/Variance	Accounts	Costs Incurred	Costs Relieved	Elemental Variances Relieved	Single Level Variances Relieved	Period Activity
Material	01-000-1410-0000-000	19,928.68	19,928.68	0.00		0.00
Material Overhead	01-000-1420-0000-000	0.00	0.00	0.00		0.00
Resource	01-000-1440-0000-000	2,825.00	2,825.00	0.00		0.00
Outside Processing	01-000-1450-0000-000	0.00	0.00	0.00		0.00
Overhead	01-000-1430-0000-000	22.60	22.60	0.00		0.00
Material Variance	01-520-5310-0000-000				0.00	
Resource Variance	01-520-5312-0000-000				0.00	
Outside Process Var	01-520-5370-0000-000				0.00	
Overhead Variance	01-520-5330-0000-000				0.00	
Total Costs:		22,776.28	22,776.28	0.00	0.00	0.00

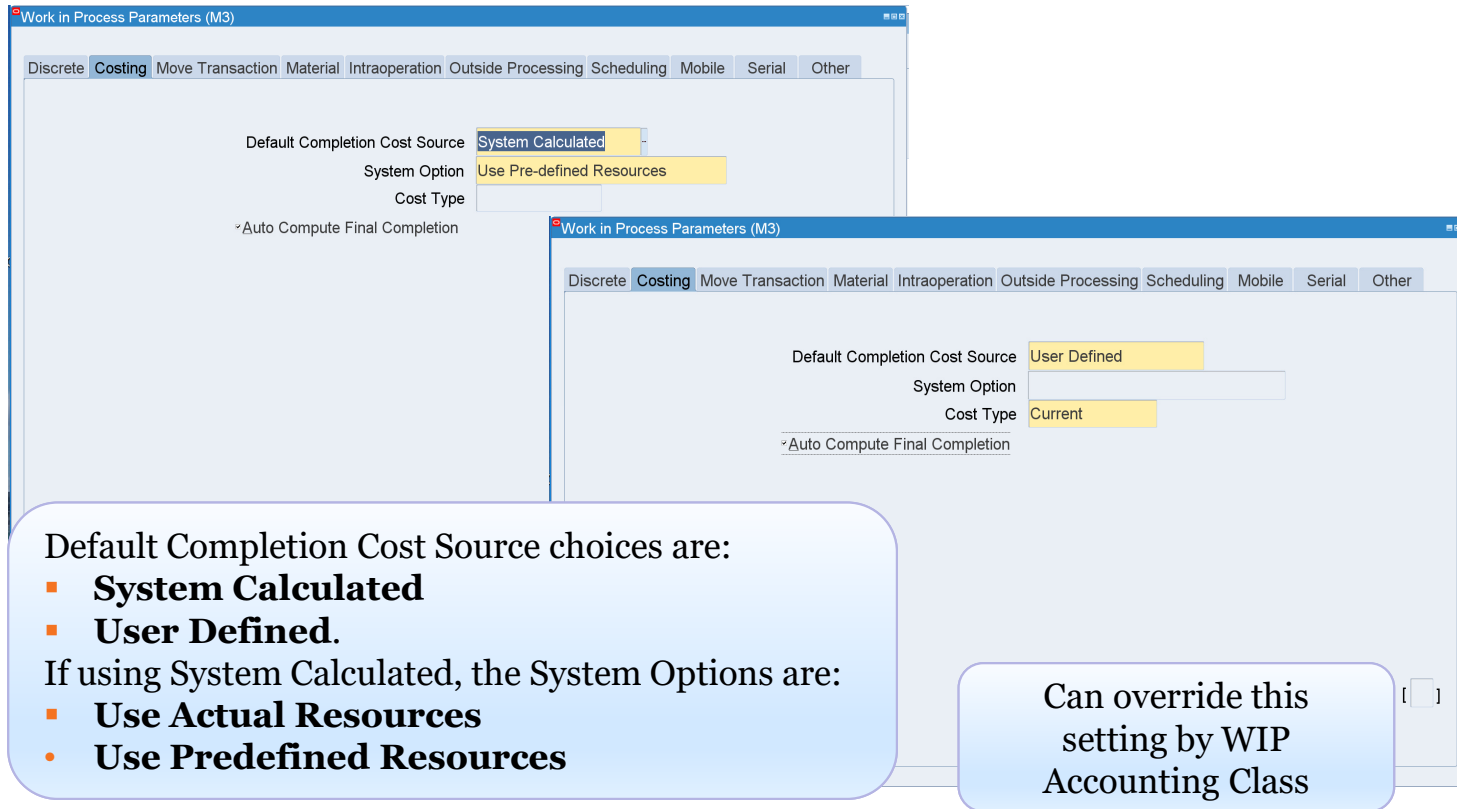
Rolled up assembly standard costs is the same as the job bill and routing

Zero variances

Average Costing: Final Completion Option

Average Costing Setup – WIP Completions

Menu path: WIP => Setup => Parameters



Default Completion Cost Source choices are:

- **System Calculated**
- **User Defined.**

If using System Calculated, the System Options are:

- **Use Actual Resources**
- **Use Predefined Resources**

Can override this setting by WIP Accounting Class

WIP Completion Settings

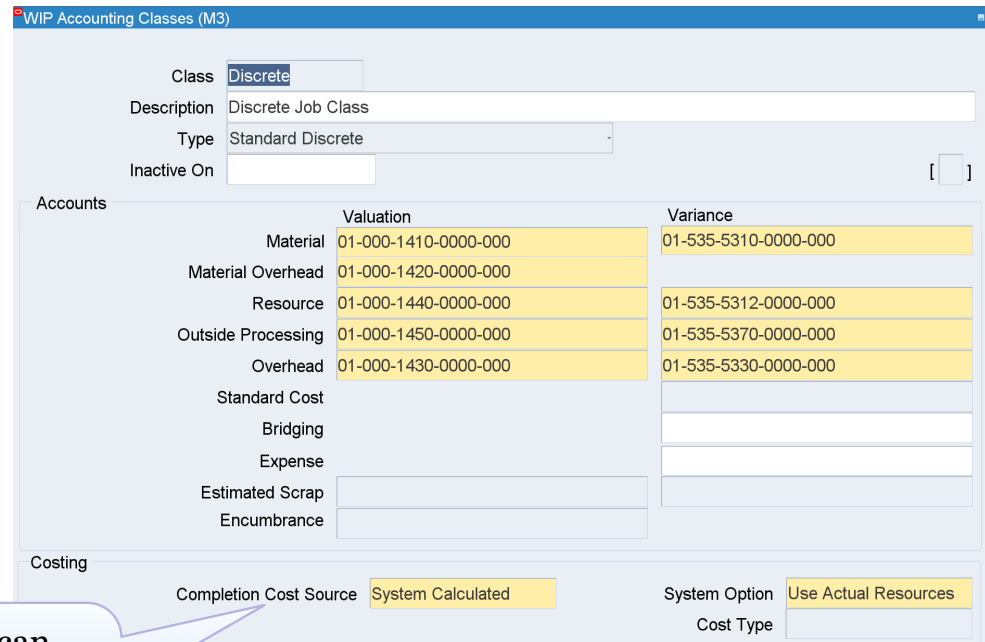
What Does This Mean?

Completion Cost Source	Material Charges	Resource/Overhead Charges		Final Completion Not Checked	Final Completion Checked
		Use Actual Resources	Use Predefined Resources		
System Calculated	Calculate material charges based on WIP BOM requirements **	Use incurred resource charges	Calculate resource charges based on WIP routing requirements	No Impact	Override all settings, use cost incurred
User Defined	Assy costs based on Completion Cost Type	N/A Assy costs based on Completion Cost Type	N/A Assy costs based on Completion Cost Type	No Impact	Override all settings, use cost incurred

** However, if there are materials issued to the work order, which is not on the WIP BOM, these incurred costs are not relieved unless you check the Final Completion Option, or, close the WIP job.

Average Costing Setup – WIP Accounting Classes

Menu path: Cost Management => Setup => Account Assignment => WIP Accounting Classes



Accounts	Valuation	Variance
Material	01-000-1410-0000-000	01-535-5310-0000-000
Material Overhead	01-000-1420-0000-000	
Resource	01-000-1440-0000-000	01-535-5312-0000-000
Outside Processing	01-000-1450-0000-000	01-535-5370-0000-000
Overhead	01-000-1430-0000-000	01-535-5330-0000-000
Standard Cost		
Bridging		
Expense		
Estimated Scrap		
Encumbrance		

Costing

Completion Cost Source: System Calculated

System Option: Use Actual Resources

Cost Type:

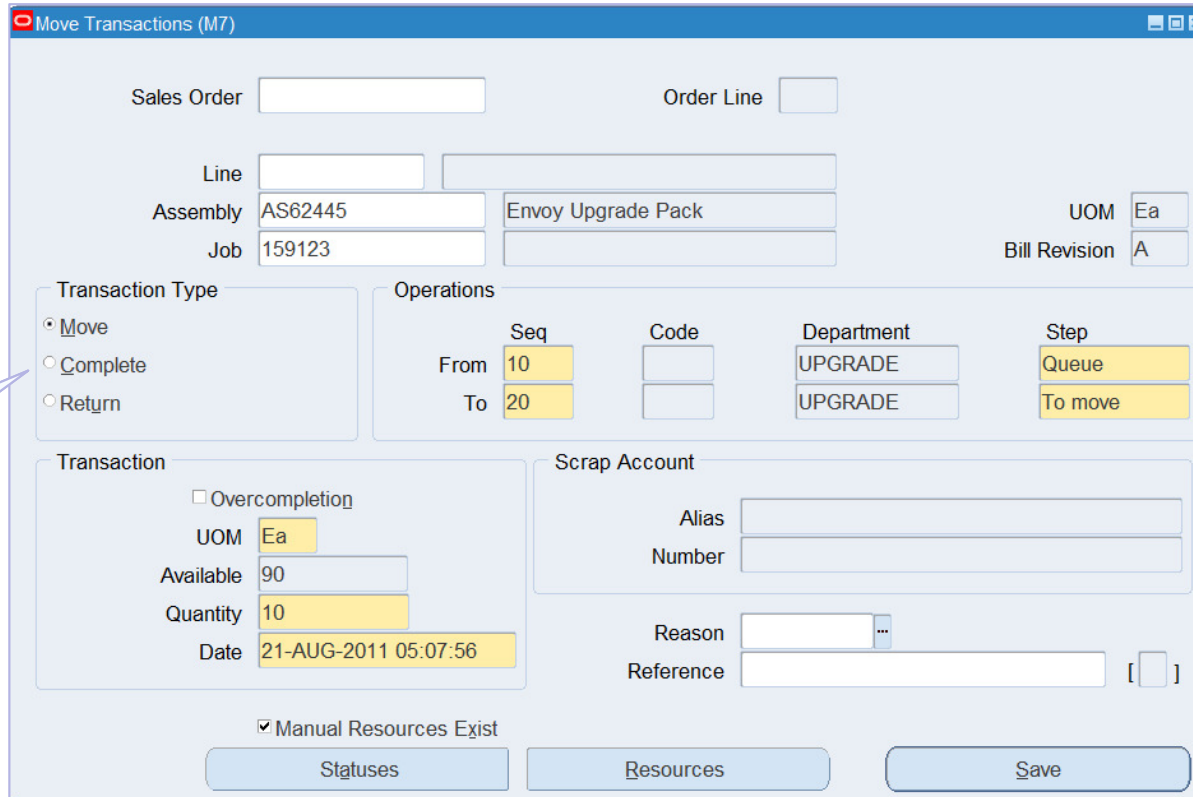
And of course you can override the WIP parameter values by WIP Accounting Class.

Warning: for that WAC, if the Completion Cost Source is User Defined, after a WIP completion is transacted, you cannot change the completion source to System Calculated.

Relieves All Job Value at WIP Completion

Menu path: Work in Process => Material Transactions => Move Transactions

Do a Move
or
Completion
transaction



The screenshot shows the Oracle Move Transactions (M7) form. The title bar reads "Move Transactions (M7)". The form contains several sections:

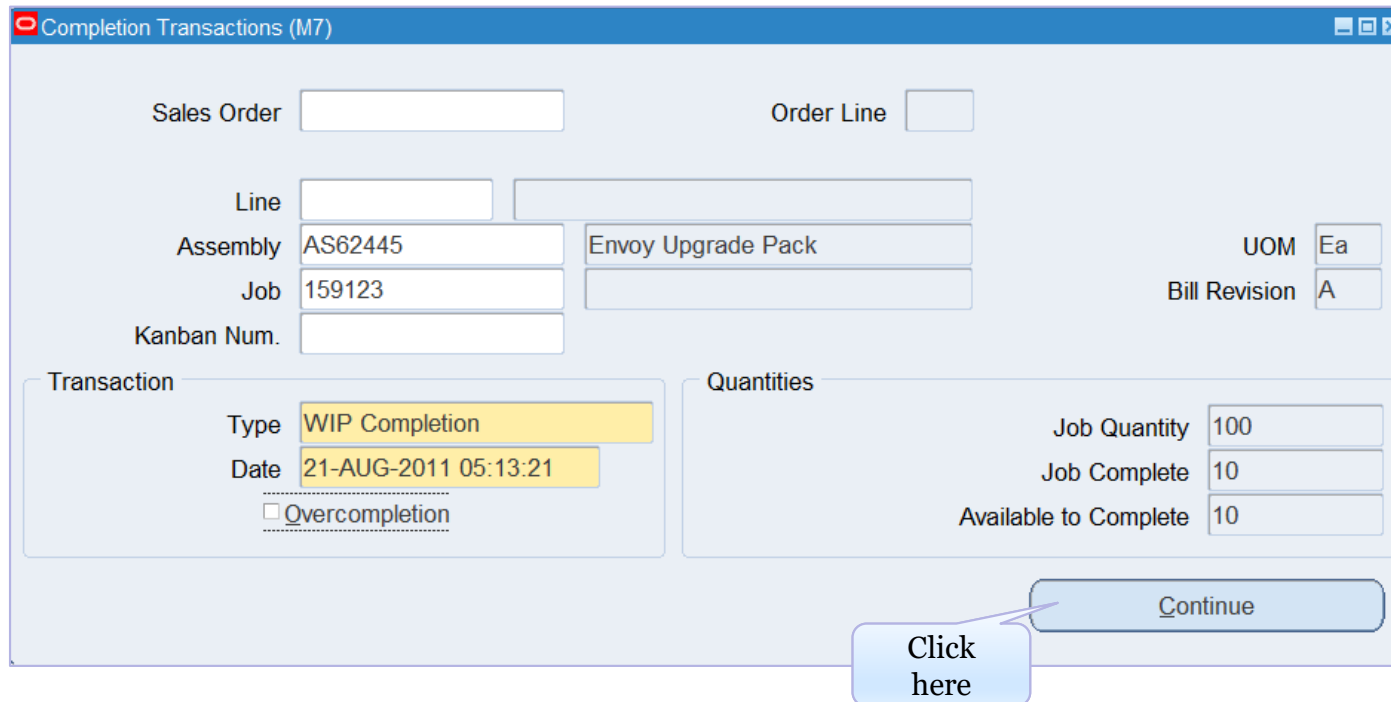
- Sales Order** and **Order Line** fields.
- Line** field with a dropdown menu.
- Assembly** field with value "AS62445" and **Envoy Upgrade Pack** field.
- Job** field with value "159123".
- UOM** field with value "Ea" and **Bill Revision** field with value "A".
- Transaction Type** section with radio buttons for **Move** (selected), **Complete**, and **Return**.
- Operations** section with a table:

	Seq	Code	Department	Step
From	10		UPGRADE	Queue
To	20		UPGRADE	To move
- Transaction** section with:
 - ☐ Overcompletion
 - UOM** field with value "Ea"
 - Available** field with value "90"
 - Quantity** field with value "10"
 - Date** field with value "21-AUG-2011 05:07:56"
- Scrap Account** section with **Alias** and **Number** fields.
- Reason** field with a dropdown menu.
- Reference** field with a dropdown menu.
- ☒ Manual Resources Exist

At the bottom, there are three buttons: **Statuses**, **Resources**, and **Save**.

Relieves All Job Value at WIP Completion

Menu path: Work in Process => Material Transactions => Completion Transactions



Completion Transactions (M7)

Sales Order Order Line

Line

Assembly AS62445 Envoy Upgrade Pack UOM Ea

Job 159123 Bill Revision A

Kanban Num.

Transaction

Type WIP Completion

Date 21-AUG-2011 05:13:21

☐ Overcompletion

Quantities

Job Quantity 100

Job Complete 10

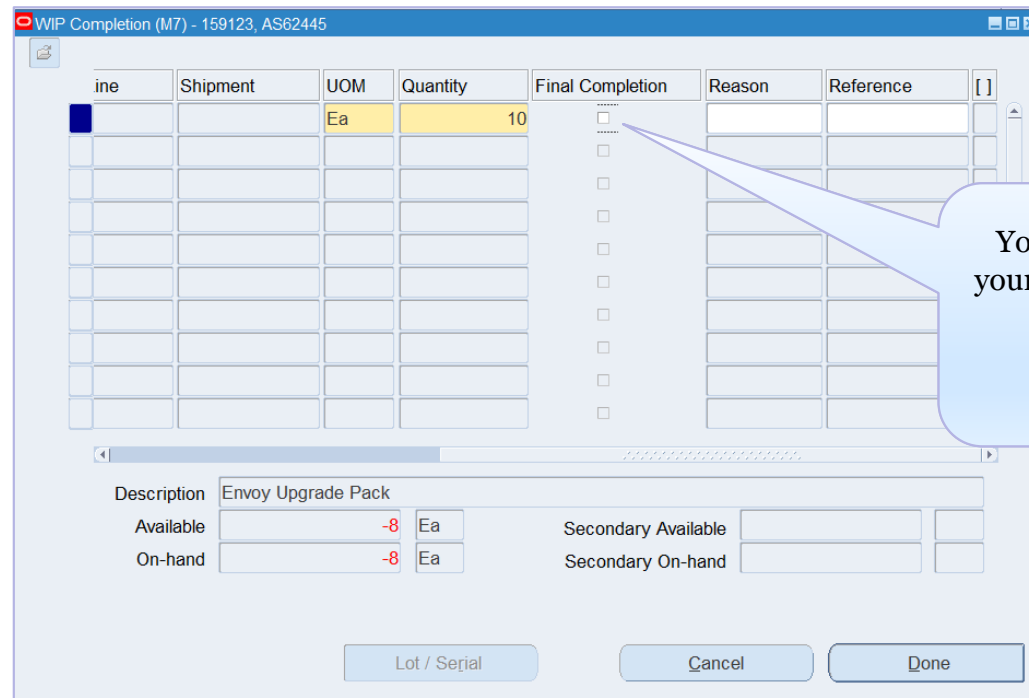
Available to Complete 10

Continue

Click here

Relieves All Job Value at WIP Completion

Menu path: Work in Process => Material Transactions => Completion Transactions



ine	Shipment	UOM	Quantity	Final Completion	Reason	Reference
		Ea	10	<input type="checkbox"/>		
				<input type="checkbox"/>		
				<input type="checkbox"/>		
				<input type="checkbox"/>		
				<input type="checkbox"/>		
				<input type="checkbox"/>		
				<input type="checkbox"/>		
				<input type="checkbox"/>		
				<input type="checkbox"/>		
				<input type="checkbox"/>		
				<input type="checkbox"/>		
				<input type="checkbox"/>		
				<input type="checkbox"/>		
				<input type="checkbox"/>		
				<input type="checkbox"/>		

Description: Envoy Upgrade Pack

Available: -8 Ea Secondary Available:

On-hand: -8 Ea Secondary On-hand:

Lot / Serial Cancel Done

Specify "Final Completion" on your last WIP completion transaction

WIP Completion Settings

What Does This Mean?

Completion Cost Source	Material Charges	Resource/Overhead Charges		Final Completion Not Checked	Final Completion Checked
		Use Actual Resources	Use Predefined Resources		
System Calculated	Calculate material charges based on WIP BOM requirements **	Use incurred resource charges	Calculate resource charges based on WIP routing requirements	No Impact	Override all settings, use cost incurred
User Defined	Assy costs based on Completion Cost Type	N/A Assy costs based on Completion Cost Type	N/A Assy costs based on Completion Cost Type	No Impact	Override all settings, use cost incurred

** However, if there are materials issued to the work order, which is not on the WIP BOM, these incurred costs are not relieved unless you check the Final Completion Option, or, close the WIP job.

How are Completion Costs Calculated?

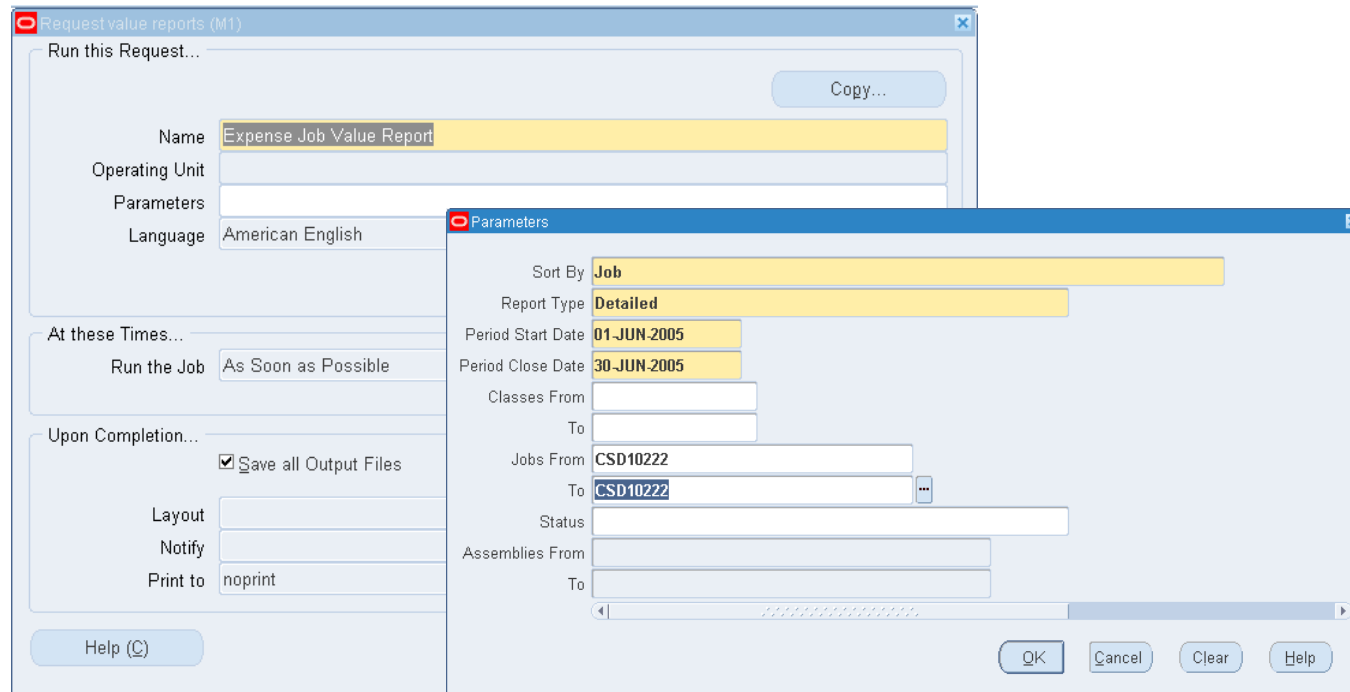
Example	Completion Cost Source	Std BOM Material Charges	Non-Std Material Charges **	Resource/Overhead Charges		Final Completion Checked
				Use Actual Resources	Use Predefined Resources	
1	System Calculated	Calculate material charges based on WIP BOM	Not included in WIP Completion costs	Use incurred resource charges	Calculate resource charges based on WIP routing	No
2	System Calculated	Use incurred costs	Use incurred costs	Use incurred costs	Use incurred costs	Yes
3	User Defined	Assy costs based on Completion Cost Type	Assy costs based on Completion Cost Type	Assy costs based on Completion Cost Type	Assy costs based on Completion Cost Type	No
4	User Defined	Use incurred costs	Use incurred costs	Use incurred costs	Use incurred costs	Yes

**** Non-Std Material Charges** are components which are issued to the WIP job, but, are not on the WIP BOM and have no WIP BOM requirements.

Expense WIP Jobs

WIP Reporting– Expense Jobs

Menu path: Cost Management – SLA => Report=> Value



The screenshot shows two overlapping Oracle dialog boxes. The background box is titled 'Request value reports (M1)' and contains fields for 'Name' (Expense Job Value Report), 'Operating Unit', 'Parameters', and 'Language' (American English). It also has sections for 'At these Times...' (Run the Job: As Soon as Possible) and 'Upon Completion...' (Save all Output Files: checked, Layout, Notify, Print to: noprint). The foreground box is titled 'Parameters' and contains fields for 'Sort By' (Job), 'Report Type' (Detailed), 'Period Start Date' (01-JUN-2005), 'Period Close Date' (30-JUN-2005), 'Classes From', 'To', 'Jobs From' (CSD10222), 'To' (CSD10222), 'Status', 'Assemblies From', and 'To'. Both boxes have OK, Cancel, Clear, and Help buttons at the bottom.

Use the Expense Job Value Report to report Expense Jobs

WIP Reporting– Expense Jobs

Menu path: Cost Management – SLA => Report=> Value

Seattle Manufacturing				Expense Job Value Report				Report Date: 17-FEB-2013 11:51			
				Detailed (USD)				Page: 1 of 2			
Sort by: Job											
Job: CSD10222				Job Desc: Job Mass Loaded on 16-JUN				Job Type: Non-standard		Status: Complete	
Assembly: AS66629				Revision: A 16-JUN-05				UOM: Ea			
Accounting Class: Rework				Start Quantity: 1.00				Start Date: 16-JUN-05			
Class Type: Expense Non-standard				Quantity Completed: 1.00				Date Released: 16-JUN-05			
Class Description: Rework Job Class				Quantity Scrapped: 0.00				Scheduled Completion Date: 16-JUN-05			
				Date Closed:							
Material											

Transaction Action		Op Seq	Component Item	Description	UOM	Quantity Issued	Unit Cost	Txn Value			

Issue from stores		10	AS66629	Envoy Ruggedized Laptop	Ea	1.00	1,322.70857	1,322.71			
Issue from stores		10	CM13139	Hard Drive - 8GB	Ea	1.00	150.393	150.39			
Total Material Costs:								1,473.10			
Resource											

Transaction Type		Op Seq	Department	Resource	UOM Basis	Auto Charge	Std Rate	Applied Res Units	Unit Cost	Txn Value	

Resource transaction		10	Depot	DRES01	HR Item	Manual	No	1.00	50.00	50.00	
Resource transaction		10	Depot	DRES01	HR Item	WIP move	No	2.00	50.00	100.00	
Total Resource Costs:								150.00			
Total Costs Incurred:								1,623.10			
Completions and other Transactions											

Transaction Action		Op Seq	Account/Subinventory	Description	UOM	Transaction Quantity	Unit Cost	Txn Value			

Assembly completion			FGI	Finished Goods Invent	Ea	1.00	1,322.70857	<1,322.71>			
Total Costs Relieved:								<1,322.71>			
Close Transactions											

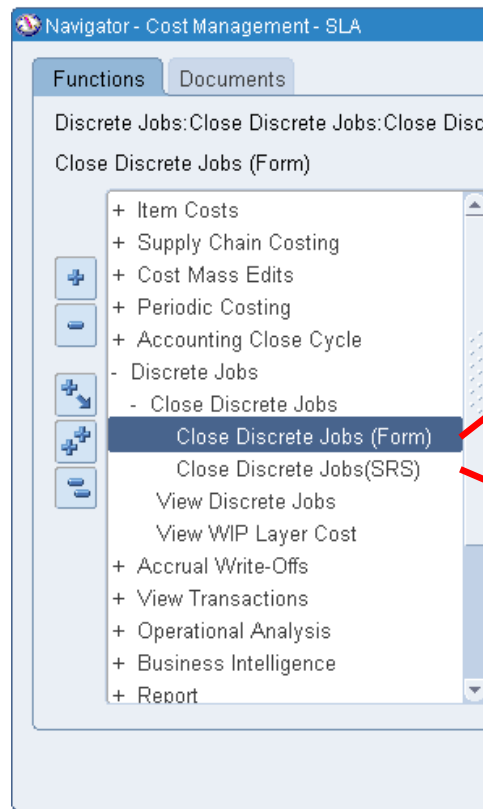
Close Type		Date							Txn Value		

Period close variance		30-JUN-05							<300.39>		
Total Close Transactions:								<300.39>			
Total Job Balance:								0.00			

You will see “Period close variances” if the job is still open at month-end

Closing WIP Jobs

Two Ways to Close WIP Jobs



Close Discrete Jobs (Form)

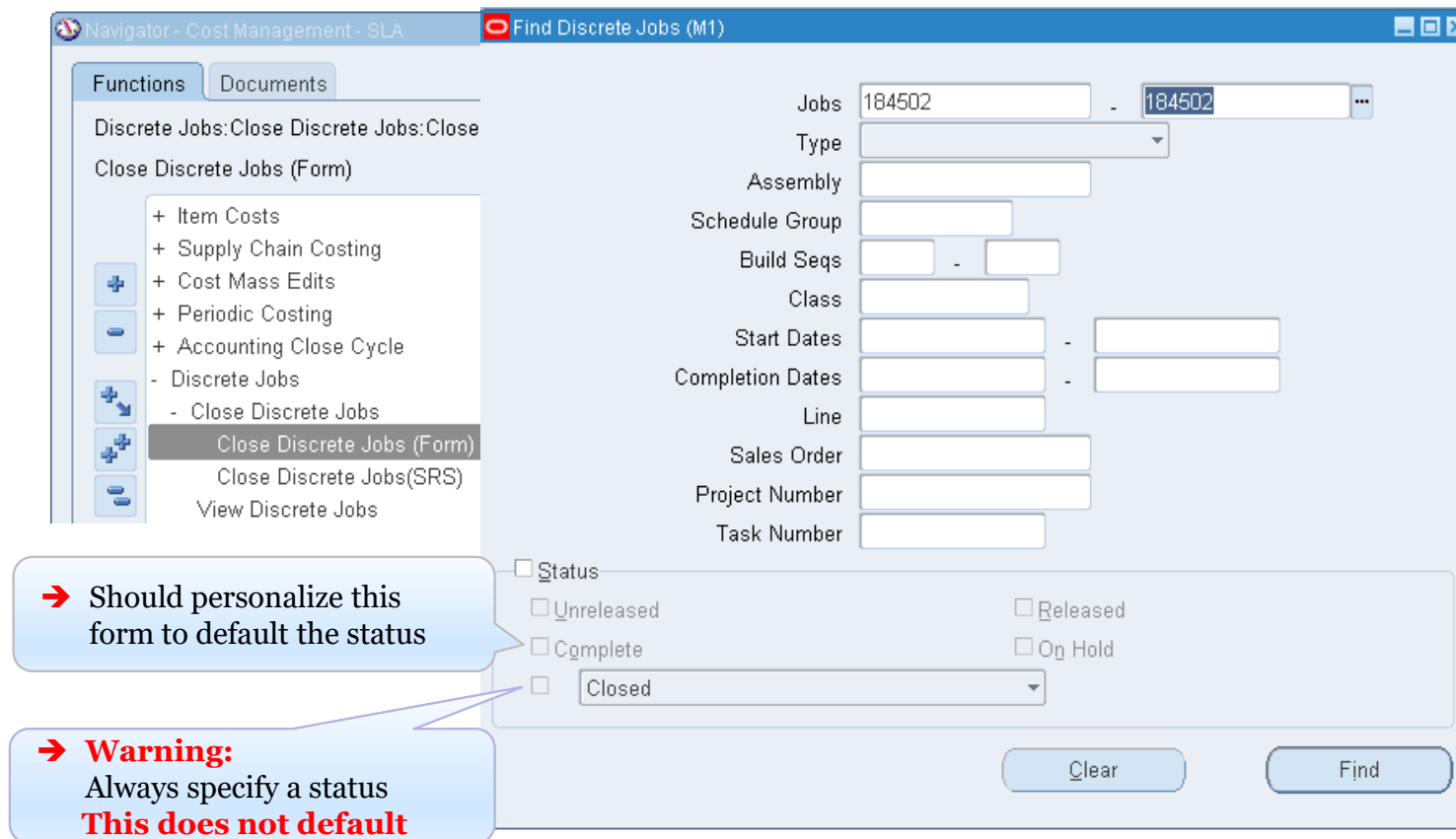
- Can only close one job at a time
- Job status does not default**
- You can review your jobs from the Form
- Have to be very careful using this Form
- You can backdate a job close**
- You CAN close multiple jobs at once**

Close Discrete Jobs (SRS)

- Job status automatically defaults to "Completed"
- You can also exclude jobs with pending transactions (good idea)
- Uses same underlying processes as Form
- OK to use since the status defaults**
- You can backdate the job close**
- You CAN close multiple jobs at once**

WIP Close Discrete Jobs (Form)

Menu path: Cost Management – SLA => Discrete Jobs => Close Discrete Jobs => Close Discrete Jobs (Form)

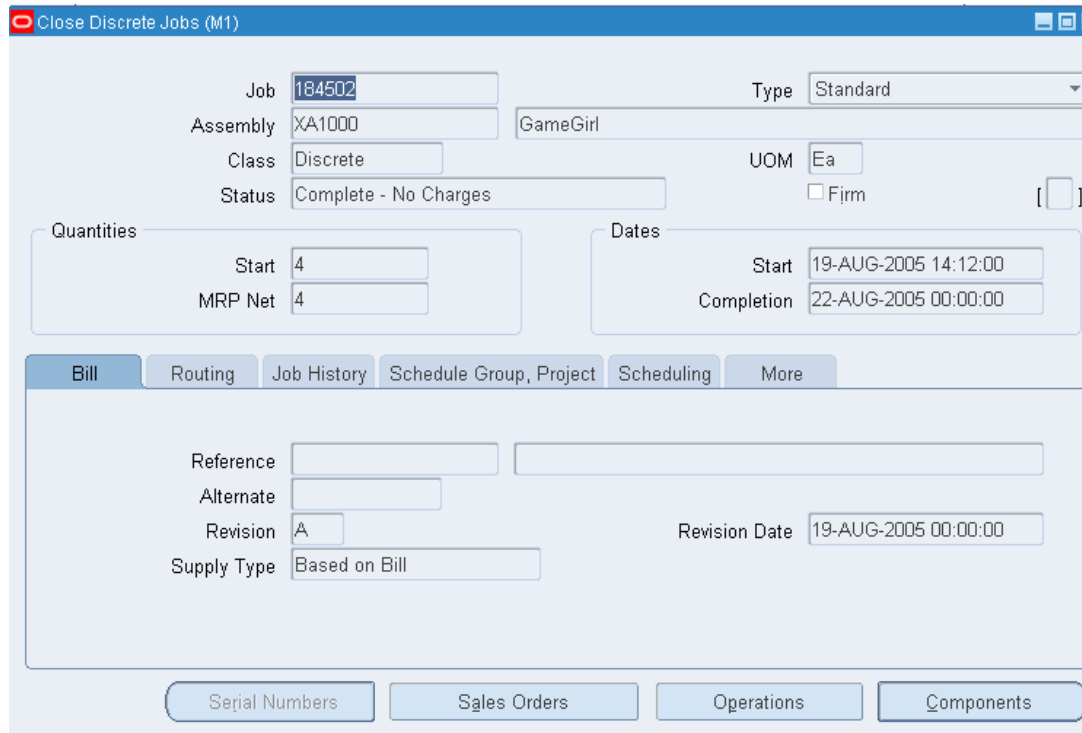


→ Should personalize this form to default the status

→ **Warning:**
Always specify a status
This does not default

WIP Close Discrete Jobs (Form)

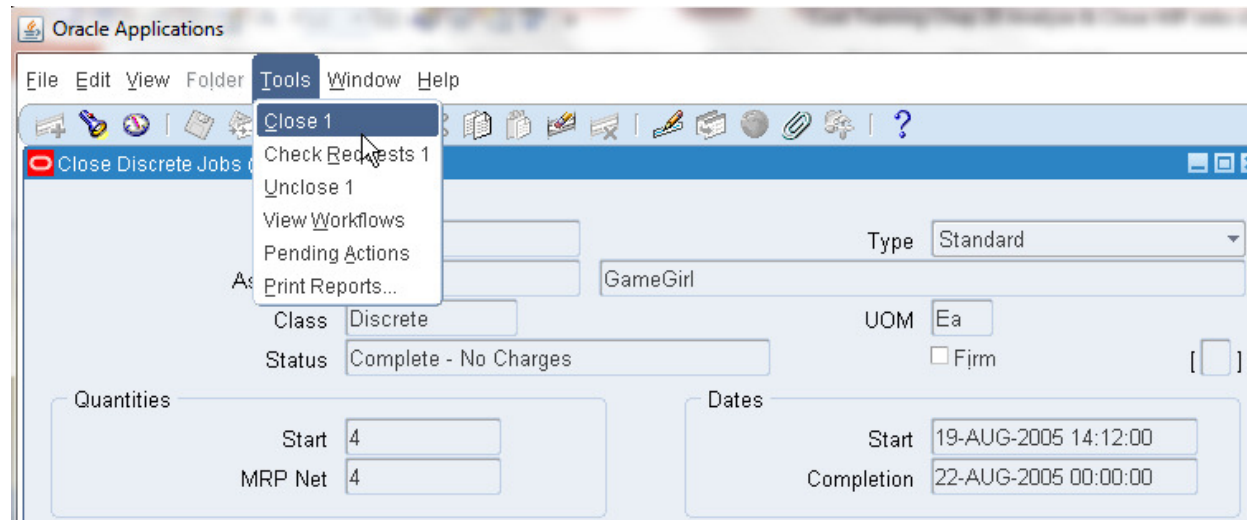
Menu path: Cost Management – SLA => Discrete Jobs => Close Discrete Jobs => Close Discrete Jobs (Form)



You can directly use this Form to do one last review prior to closing the job

WIP Close Discrete Jobs (Form)

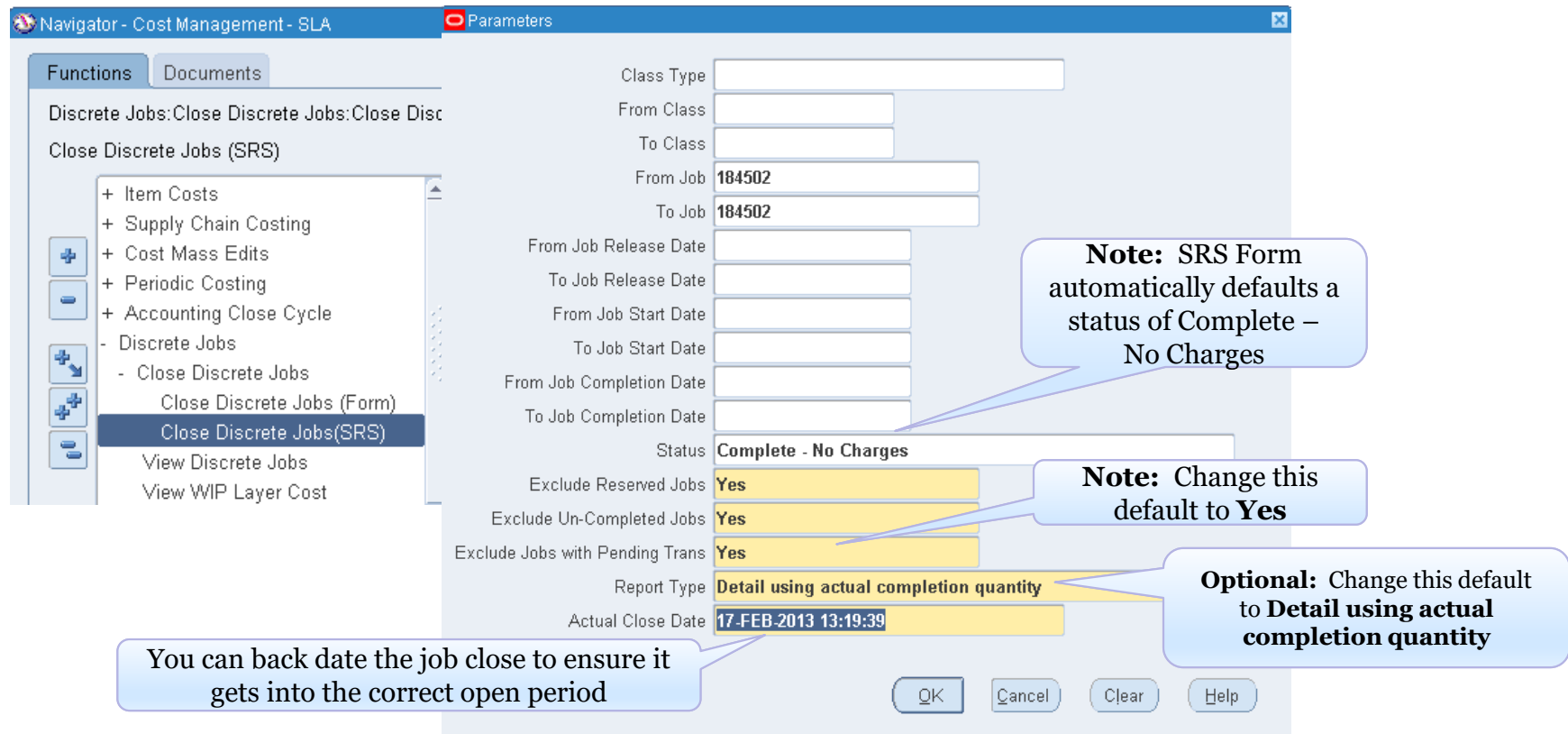
Menu path: Cost Management – SLA => Discrete Jobs => Close Discrete Jobs => Close Discrete Jobs (Form)



Use the Tools menu to close the job and to check the status of your requests. Use “Close 1” to close the job.

WIP Close Discrete Jobs (SRS)

Menu path: Cost Management – SLA => Discrete Jobs => Close Discrete Jobs => Close Discrete Jobs (SRS)



Navigator - Cost Management - SLA Parameters

Functions Documents

Discrete Jobs:Close Discrete Jobs:Close Disc

Close Discrete Jobs (SRS)

- + Item Costs
- + Supply Chain Costing
- + Cost Mass Edits
- + Periodic Costing
- + Accounting Close Cycle
- Discrete Jobs
 - Close Discrete Jobs
 - Close Discrete Jobs (Form)
 - Close Discrete Jobs(SRS)**
 - View Discrete Jobs
 - View WIP Layer Cost

Class Type

From Class

To Class

From Job 184502

To Job 184502

From Job Release Date

To Job Release Date

From Job Start Date

To Job Start Date

From Job Completion Date

To Job Completion Date

Status **Complete - No Charges**

Exclude Reserved Jobs **Yes**

Exclude Un-Completed Jobs **Yes**

Exclude Jobs with Pending Trans **Yes**

Report Type **Detail using actual completion quantity**

Actual Close Date **17-FEB-2013 13:19:39**

OK Cancel Clear Help

Note: SRS Form automatically defaults a status of Complete – No Charges

Note: Change this default to Yes

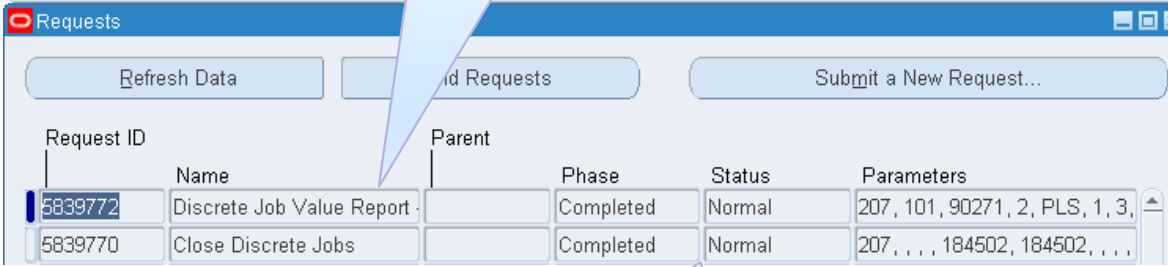
Optional: Change this default to Detail using actual completion quantity

You can back date the job close to ensure it gets into the correct open period

WIP Close Discrete Jobs Submission

Menu path: Cost Management – SLA => Requests => View Requests

Both the SRS and Form use the same programs

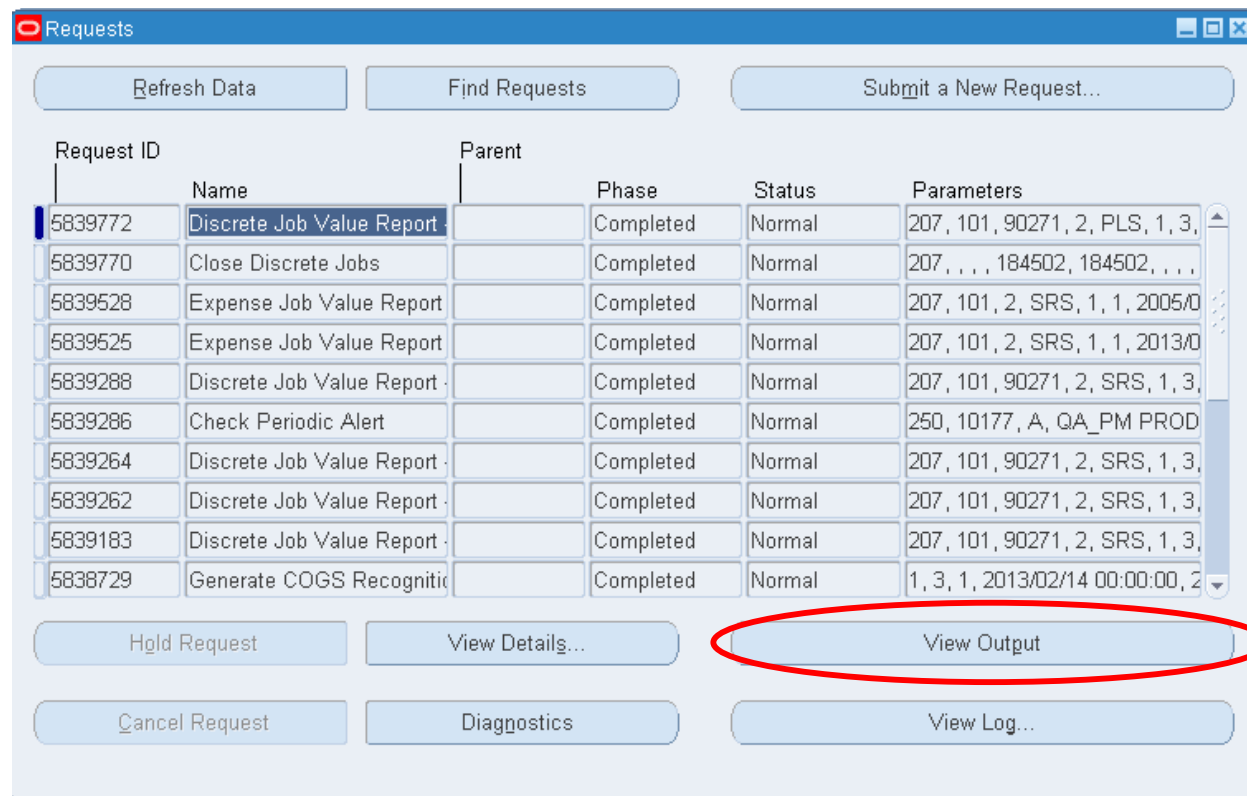


Request ID	Name	Parent	Phase	Status	Parameters
5839772	Discrete Job Value Report		Completed	Normal	207, 101, 90271, 2, PLS, 1, 3,
5839770	Close Discrete Jobs		Completed	Normal	207, , , , 184502, 184502, , ,

Close Discrete Jobs is the controlling program, check for errors, ensure the status is "normal"

WIP Discrete Job Value Report (After Job Close)

Menu path: Cost Management – SLA => Requests => View Requests



Request ID	Name	Parent	Phase	Status	Parameters
5839772	Discrete Job Value Report		Completed	Normal	207, 101, 90271, 2, PLS, 1, 3,
5839770	Close Discrete Jobs		Completed	Normal	207, , , , 184502, 184502, , ,
5839528	Expense Job Value Report		Completed	Normal	207, 101, 2, SRS, 1, 1, 2005/0
5839525	Expense Job Value Report		Completed	Normal	207, 101, 2, SRS, 1, 1, 2013/0
5839288	Discrete Job Value Report		Completed	Normal	207, 101, 90271, 2, SRS, 1, 3,
5839286	Check Periodic Alert		Completed	Normal	250, 10177, A, QA_PM PROD
5839264	Discrete Job Value Report		Completed	Normal	207, 101, 90271, 2, SRS, 1, 3,
5839262	Discrete Job Value Report		Completed	Normal	207, 101, 90271, 2, SRS, 1, 3,
5839183	Discrete Job Value Report		Completed	Normal	207, 101, 90271, 2, SRS, 1, 3,
5838729	Generate COGS Recognitio		Completed	Normal	1, 3, 1, 2013/02/14 00:00:00, 2

WIP Discrete Job Value Report (After Job Close)

Menu path: Cost Management – SLA => Requests => View Requests => Output

Seattle Manufacturing

Discrete Job Value Report

Report Date: 17-FEB-2013 13:22

Detail with Requirements based on Actual Quantity Completed (USD)

Page: 1 of 2

Job: 184502

Job Desc: Job Mass Loaded on 16-AUG

Job Type: Standard

Status: Closed

Assembly: XA1000

Revision: A 19-AUG-05

UOM: Ea

Accounting Class: Discrete

Start Quantity: 4.00

Start Date: 19-AUG-05

Class Type: Standard Discrete

Quantity Completed: 3.00

Date Released: 16-AUG-05

Class Description: Discrete Job Class

Quantity Scrapped: 0.00

Scheduled Completion Date: 22-AUG-05

Project:

Project Name:

Date Closed: 17-FEB-13

Material

Component Item	Description	Supply Type	UOM	Op Seq	Quantity Required	Quantity Issued	Requirements At Job Standard	Actual Issues At Standard	Usage Variance
XC1000	Game Girl Case	Assembly	Ea	10	3.00	3.00	17.28	17.28	0.00
XC1002	Game Girl Screen	Assembly	Ea	10	3.00	3.00	38.46	38.46	0.00
XC1003	Game Girl Controller	Assembly	Ea	10	3.00	3.00	25.65	25.65	0.00
XC1004	Game Girl Overlay	Assembly	Ea	10	3.00	3.00	1.29	1.29	0.00
XC1102	Resistor	Assembly	Ea	11	27.00	27.00	0.54	0.54	0.00
XC1103	Capacitor	Assembly	Ea	11	9.00	9.00	0.63	0.63	0.00
Total Material Costs:							126.69	126.69	0.00

Resource

Op Seq	Department	Resource	UOM	Basis	Auto Charge	Std Rate	Standard Res Units	Applied Res Units	Resource Standard Cost	Resource Applied Cost	Efficiency Variance	
10	X	GameGirl X	GGASSY	HR	Item	WIP move	No	3.00	4.00	40.50	54.00	13.50
11	X	GameGirl X	GGASSY	HR	Item	WIP move	No	0.21	0.28	2.84	3.78	0.95
12	X	GameGirl X	GGASSY	HR	Item	WIP move	No	0.30	0.40	4.05	5.40	1.35
13	X	GameGirl X	GGASSY	HR	Item	WIP move	No	0.15	0.20	2.03	2.70	0.68
14	X	GameGirl X	GGASSY	HR	Item	WIP move	No	0.09	0.12	1.22	1.62	0.41
20	X	GameGirl X	GGTST	HR	Item	WIP move	No	2.25	3.00	42.75	57.00	14.25
30	X	GameGirl X	GGPACK	HR	Item	WIP move	No	0.75	1.00	7.88	10.50	2.63
Total Resource Costs:									101.27	135.00	33.77	
Total Costs Incurred:									227.96	261.69	33.77	

Completions and other Transactions

Transaction Action	Op Seq	UOM	Transaction Quantity	Total Cost
Assembly completion		Ea	3.00	<202.29>
Total Costs Relieved:				<202.29>

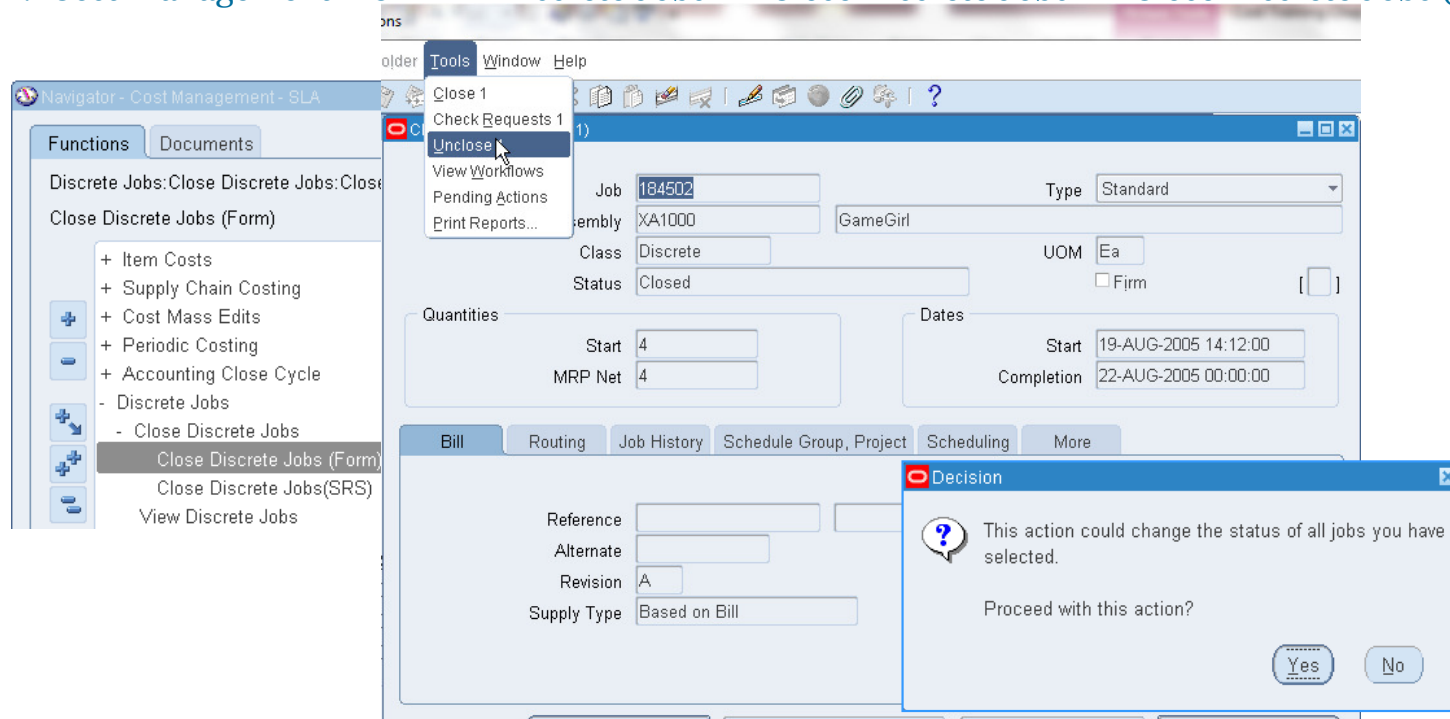
Close Transactions

Close Type	Date	Total Cost
Job close variance	17-FEB-13	<59.40>
Total Close Transactions:		<59.40>
Total Job Balance:		0.00

Oh no!
I closed it before the correct
quantity was completed!

How to Re-Open WIP Jobs

Menu path: Cost Management – SLA => Discrete Jobs => Close Discrete Jobs => Close Discrete Jobs (Form)



The screenshot shows the Oracle Cost Management - SLA interface. The 'Tools' menu is open, and the 'Unclose' option is highlighted. The 'Close Discrete Jobs (Form)' window is visible, showing job details for Job 184502, Assembly XA1000, and GameGirl. The status is 'Closed'. A 'Decision' dialog box is open, asking 'This action could change the status of all jobs you have selected. Proceed with this action?' with 'Yes' and 'No' buttons.

You can use this Form to reopen a closed job as long as the Inventory Accounting Period is still open (for the same accounting period as when the job was closed)

Reopened But The Variance Remains

Close Discrete Jobs (M1)

Job: 184502 Type: Standard

Assembly: XA1000 GameGirl

Class: Discrete UOM: Ea

Status: Complete ☐ Firm

Quantities: Start: 4 MRP Net: 4

Dates: Start: 19-AUG-2005 14:12:00 Completion: 22-AUG-2005 00:00:00

Bill | Routing | Job History | Schedule Group, Project | Scheduling | More

Reference:

Alternate:

Revision: A Revision Date: 19-AUG-2005 00:00:00

Supply Type: Based on Bill

Serial Numbers | Sales Orders | Operations | Components

Reopened But The Variance Remains

WIP Value Summary (M1) - 184502

Periods: From 01-AUG-2005 To 28-FEB-2013 Refresh

Quantities: UOM Ea Required 4 Completed 3 Relieved 0

Summary Level

Cost Element	Account	Costs Incurred	Costs Relieved	Variances Relieved	Net Activity
<input checked="" type="checkbox"/> Material	01-000-1430-0000-00	126.69	101.04	25.65	0.00
<input type="checkbox"/> Material Overhead	01-000-1430-0000-00	0.00	0.00	0.00	0.00
<input type="checkbox"/> Resource	01-000-1430-0000-00	135.00	101.25	33.75	0.00
<input type="checkbox"/> Outside Process	01-000-1430-0000-00	0.00	0.00	0.00	0.00
<input type="checkbox"/> Overhead	01-000-1430-0000-00	0.00	0.00	0.00	0.00
Total		261.69	202.29	59.40	0.00

Distributions

Complete the remaining units as needed then reclose the WIP Job; new job close variances will reflect any subsequent transactions.

Summary

- ❑ Oracle with custom reports provide good ways to view your jobs before you close them
- ❑ Use the custom reports to find the problem areas, especially when you have lots and lots of jobs to track
- ❑ Use the Oracle Reports, Forms and screens to drill into specifics as needed
- ❑ Be very careful when closing WIP Jobs
- ❑ You can reopen them in the same accounting period

Summary

- ❑ These Blitz reports (WIP Jobs Eligible, WIP Jobs Not Eligible) help you analyze your WIP jobs
- ❑ Still need to research the remaining problem WIP jobs
- ❑ And you decide how you want to change the WIP job status:
 - Create program to directly edit the underlying table (WIP_DISCRETE_JOBS)
 - Create Your Own Program to Load the WIP Job Interface
 - Use the More4Apps WIP Load Wizard or API Wizard

Where to Get More Information / Acknowledgements

- ❑ Thanks to Lattice Semi-Conductor for initial idea on WIP Statuses
- ❑ Thanks to Andy Haack, Enginatics
(For his help with Blitz Report and with coding the PL/SQL Status Change Program)
- ❑ Blitz Report: <https://www.enginatics.com/blitz-report/>
- ❑ More4Apps: <https://more4apps.com/product/wip-loader/>
- ❑ API Wizard: <https://www.api-wizard.com/>
- ❑ Oracle WIP Interface: WIP_JOB_SCHEDULE_INTERFACE

- Appendix:

Automated Solution to Closing Jobs Safely

Setting Up the Cost Rollup to Save Bills of Materials

Assembly Scrap & Yield Factors

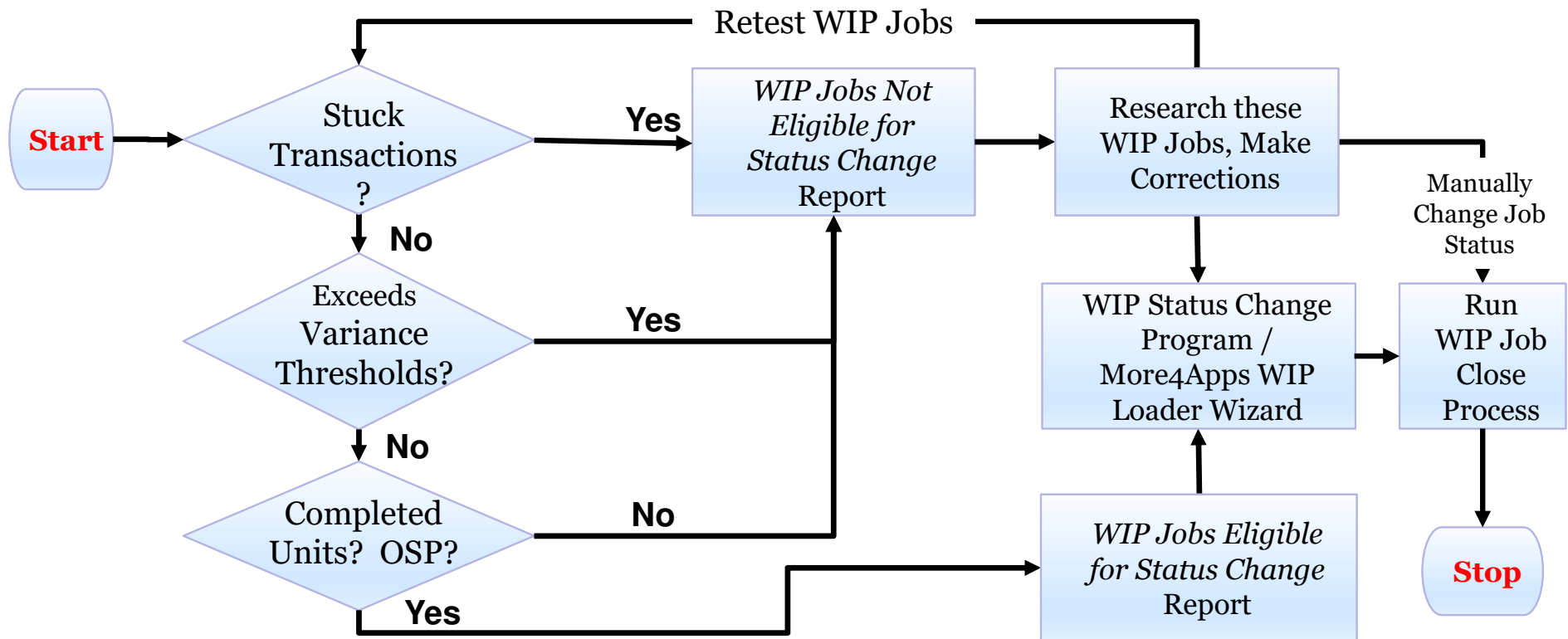
Automated Solution to Closing Jobs Safely

But if You Have Hundreds or Thousands of Jobs to Close?

- Too Many WIP Jobs, No Time to Research Variances



But if You Have Hundreds or Thousands of Jobs to Close?



WIP Job Change Status Solution Components

❑ Blitz or Custom Report for:

- WIP Jobs Eligible for Status Change Report
- WIP Jobs Not Eligible for Status Change Report
(send email to doug@volzconsulting.com for these SQL reports)

❑ WIP Jobs Status Change Program:

- Uses a View to select eligible WIP jobs
- PL/SQL Program to Change the Job Status
- Register the PL/SQL Program and Parameters
- Put on Custom Cost Management Responsibility

❑ Or, Use a Third-Party Product:

- Get the list of WIP Jobs Eligible for Status Change from above reports
- Use More4Apps WIP Load Wizard or API Wizard to change the job status

Custom/Blitz WIP Jobs Eligible for Status Change Report

- Report for Jobs With:
- No stuck transactions
 - Variances within tolerances
 - Has completions
 - Has earned OSP

WIP Jobs Eligible for Status Change				Parameters:		PL1 Threshold: 150			Up to Date Completed: 20-Feb-2017											
Run in EBSPROD: 16-Mar-2017 8:05 PM						PL2 Threshold: 150														
Ledger	Operating Unit		Org Code	For Completion Date	WIP Class	Class Type		Batch or WIP Job		Batch or Job Status	Date Completed	Last Updated	Completion Subinv	Item Number	Item Description	Prod Type	UOM Code			
Corporate USD	Corporate USD		M1	20-Feb-2017	M1-STD	Standard Lot Based		XX19AZ*SW		Complete	13-Feb-17	13-Feb-17	SUB2-SW	XXX05-3020XX	XXX Sorted Wafer	PL1	WF			
Corporate USD	Corporate USD		M1	20-Feb-2017	M1-STD	Standard Lot Based		XXXXX19C*SW		Complete	13-Feb-17	13-Feb-17	SUB2-SW	XXX05-3020XX	XXX Sorted Wafer	PL1	WF			
Corporate USD	Corporate USD		M1	20-Feb-2017	M1-STD	Standard Lot Based		XXX5BZ*SW		Complete	13-Feb-17	13-Feb-17	SUB2-SW	8XXX8-340XXX0	XXX Sorted Wafer	PL1	WF			
Start Quantity	Quantity Completed	Quantity Scrapped	Total Quantity	Check Completion Qty	WIP With No Earned OSP	Curr Code	WIP Value	Unprocessed Material	Uncosted Material	Pending WIP Costing	Pending Receiving	Pending Material	Pending Shop Floor Move	Uncosted Split Merge Txn	Unprocessed WSM Txn Interface	Pending Resulting Lots	Pending WSM Job Lots			
1.0	1.0	0.0	1.0			USD	0.00													
7.0	7.0	0.0	7.0			USD	0.00													
1.0	1.0	0.0	1.0			USD	0.00													
25.0	25.0	0.0	25.0			USD	0.00													

Custom/Blitz WIP Jobs Not Eligible for Status Change Report

- Report for Jobs With:
- Stuck transactions
 - Variances not within tolerances
 - No completions
 - Has not earned OSP

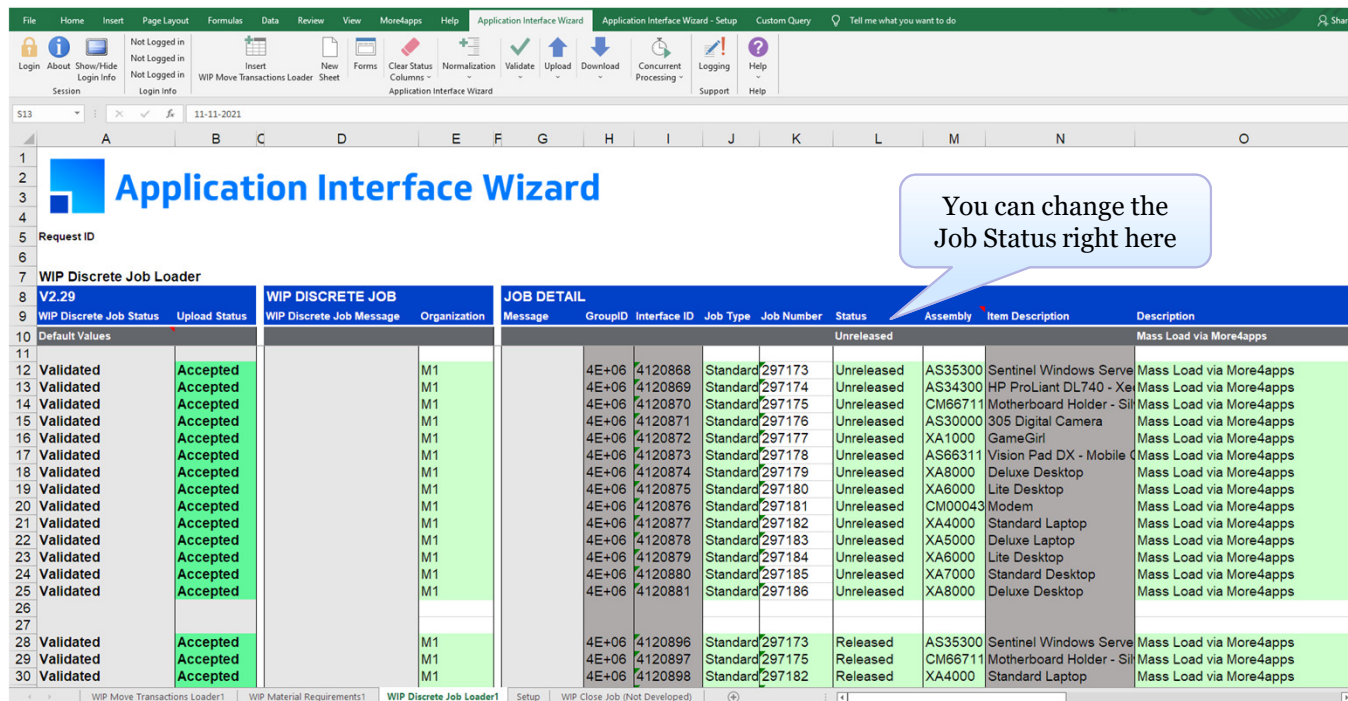
WIP Jobs Not Eligible for Status Change				Parameters:		PL1 Threshold: 150				Up to Date Completed: 20-Feb-2017							
Run in EBSPROD: 16-Mar-2017 8:05 PM						PL2 Threshold: 150											
Ledger	Operating Unit		Org Code	For Completion Date	WIP Class	Class Type	Batch or WIP Job		Batch or Job Status	Date Completed	Last Updated	Completion Subinv	Item Number	Item Description			
Corporate USE	Corporate USD		M1	20-Feb-2017	M1-STD	Standard Lot Based	XX74C38877019~XXXXXS01*		Complete	24-Feb-17	24-Feb-17	SUB1-FGI	XXX2303-XXXXXX	High Performance IC			
Corporate USE	Corporate USD		M1	20-Feb-2017	M1-STD	Standard Lot Based	XX94C4123801*XXXXXDB		Complete	13-Feb-17	13-Feb-17	SUB2-DB	XXX0440-XXXXX	XXX Die Bank			
Corporate USE	Corporate USD		M1	20-Feb-2017	M1-STD	Standard Lot Based	XX64E86836011~XXXXX6S01		Complete	25-Feb-17	25-Feb-17	SUB1-FGI	XXX93-4040XXX	Standard product			
Corporate USE	Corporate USD		M1	20-Feb-2017	M1-STD	Standard Lot Based	XX314911~XXXXXS01*FG		Complete	24-Feb-17	24-Feb-17	SUB1-FGI	XXX055-002XX	BUFFER STOCK ONLY			

Prod Type	UOM Code	Start Quantity	Quantity Completed	Quantity Scrapped	Total Quantity	Check Completion Qty	WIP With No Earned OSP	Curr Code	WIP Value	Unprocessed Material	Uncosted Material	Pending WIP Costing	Pending Receiving	Pending Material	Pending Shop Floor Move	Uncosted Split Merge Txn	Unprocessed WSM Txn Interface	Pending Resulting Lots	Pending WSM Job Lots
PL1	EA	4,363.0	4,331.0	32.0	4,363.0	Has Completion Qtys		USD	(2,739.75)										
PL1	DI	41,250.0	37,851.0	3,399.0	41,250.0	Has Completion Qtys		USD	(782.34)										
PL1	EA	11,401.0	11,026.0	375.0	11,401.0	Has Completion Qtys		USD	(4,569.37)										
PL1	EA	10,205.0	9,950.0	255.0	10,205.0	Has Completion Qtys		USD	(2,346.78)										

Several Methods to Change the WIP Job Status

- ❑ Directly Change the Job Status Definition
 - Create program to directly edit the underlying table (WIP_DISCRETE_JOBS)
 - Not recommended by Oracle – Use WIP Job Interface instead
 - Yet can be done safely, your decision (always TEST, TEST, TEST!)
- ❑ Create Your Own Program to Load the WIP Job Interface
 - Requires additional programming plus additional step to run the interface
- ❑ Or, Use a 3rd Party Product, the More4Apps WIP Load Wizard
 - Uses Oracle WIP interfaces and APIs to make changes
 - Can both load new WIP jobs and also update existing WIP jobs
 - No additional programming necessary
 - An alternative product/vendor is API Wizard

Example – More4Apps WIP Load Wizard



Application Interface Wizard

Request ID

WIP Discrete Job Loader

V2.29

WIP Discrete Job Status	Upload Status	WIP Discrete Job Message	Organization	Message	GroupID	Interface ID	Job Type	Job Number	Status	Assembly	Item Description	Description
Default Values									Unreleased			Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120868	Standard	297173		Unreleased	AS35300	Sentinel Windows Serve	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120869	Standard	297174		Unreleased	AS34300	HP ProLiant DL740 - Xe	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120870	Standard	297175		Unreleased	CM66711	Motherboard Holder - Sil	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120871	Standard	297176		Unreleased	AS30000	305 Digital Camera	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120872	Standard	297177		Unreleased	XA1000	GameGirl	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120873	Standard	297178		Unreleased	AS66311	Vision Pad DX - Mobile C	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120874	Standard	297179		Unreleased	XA8000	Deluxe Desktop	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120875	Standard	297180		Unreleased	XA6000	Lite Desktop	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120876	Standard	297181		Unreleased	CM00043	Modem	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120877	Standard	297182		Unreleased	XA4000	Standard Laptop	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120878	Standard	297183		Unreleased	XA5000	Deluxe Laptop	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120879	Standard	297184		Unreleased	XA6000	Lite Desktop	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120880	Standard	297185		Unreleased	XA7000	Standard Desktop	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120881	Standard	297186		Unreleased	XA8000	Deluxe Desktop	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120896	Standard	297173		Released	AS35300	Sentinel Windows Serve	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120897	Standard	297175		Released	CM66711	Motherboard Holder - Sil	Mass Load via More4apps
Validated	Accepted		M1	4E+06	4120898	Standard	297182		Released	XA4000	Standard Laptop	Mass Load via More4apps

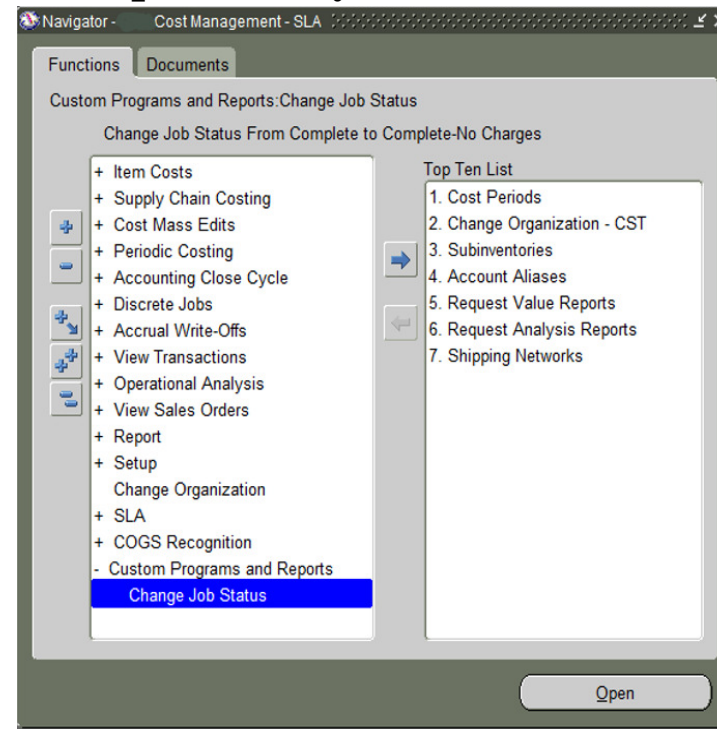
You can change the Job Status right here

For more information go to: <https://more4apps.com/product/wip-loader/>

WIP Job Status Change Program

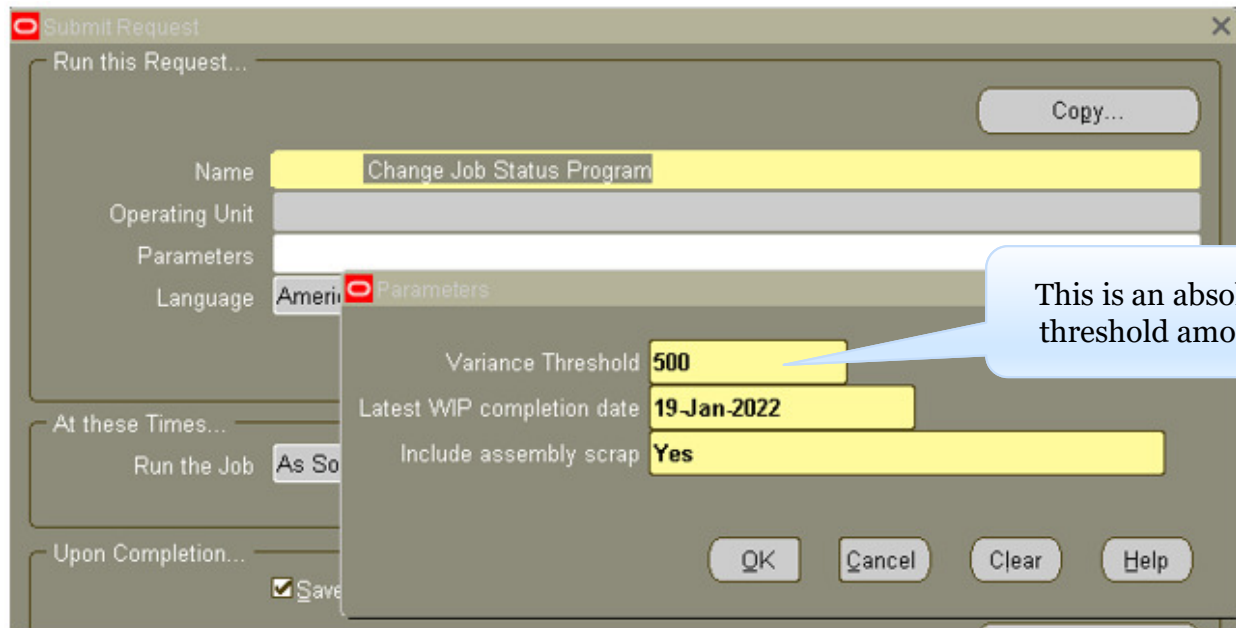
Put on a Custom Cost Management – SLA Responsibility

- Always use a custom responsibility
- Better to isolate the custom programs and reports



WIP Job Status Program Parameters

- Variance Thresholds and Latest WIP Completion Date
 - Include assembly scrap as part of the job requirements, Yes/No



The screenshot shows the 'Submit Request' dialog box for the 'Change Job Status Program'. The dialog has several sections: 'Run this Request...', 'At these Times...', and 'Upon Completion...'. The 'Run this Request...' section contains fields for Name, Operating Unit, Parameters, and Language. The 'At these Times...' section contains a 'Run the Job' button and a 'Save' checkbox. The 'Upon Completion...' section contains a 'Save' checkbox. A 'Parameters' sub-dialog is open, showing fields for 'Variance Threshold' (500), 'Latest WIP completion date' (19-Jan-2022), and 'Include assembly scrap' (Yes). A blue callout bubble points to the 'Variance Threshold' field with the text 'This is an absolute threshold amount'.

Field	Value
Name	Change Job Status Program
Operating Unit	
Parameters	
Language	American
Variance Threshold	500
Latest WIP completion date	19-Jan-2022
Include assembly scrap	Yes

Setting Up the Cost Rollup to Save Bills of Material

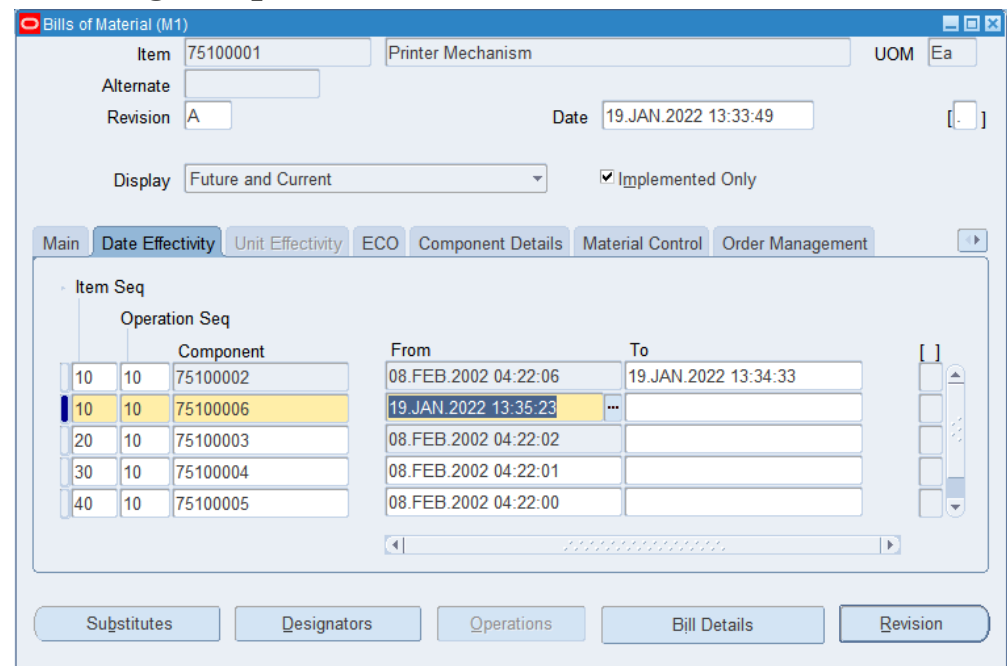
Why Save Off Bills of Material?

- When you roll up your costs, the Cost Rollup:
 - Automatically saves your routings as part of the detailed item costs
 - But the detailed item costs do not have any BOM information
 - Use the Blitz *CAC Item Cost and Routing* Report to see the routing details
- In order to calculate material configuration variances:
 - Configuration variances compare the WIP BOM against the Standard BOM
 - Need the BOM used by the Cost Rollup, which become your Frozen costs when you ran the Standard Cost Update
 - Two ways to do this:
 - Strict use of BOM effectivity dates
 - Saving off the BOM when you run the Cost Rollup

Method One: Use BOM Effectivity Dates

□ With ECOs or Strict Manual Procedures:

- Cut in your BOM changes by end-dating the existing component
- Insert a new row for the new component



Bills of Material (M1)

Item: 75100001 Printer Mechanism UOM: Ea

Alternate:

Revision: A Date: 19.JAN.2022 13:33:49

Display: Future and Current ☒ Implemented Only

Main | **Date Effectivity** | Unit Effectivity | ECO | Component Details | Material Control | Order Management

Item Seq	Operation Seq	Component	From	To
10	10	75100002	08.FEB.2002 04:22:06	19.JAN.2022 13:34:33
10	10	75100006	19.JAN.2022 13:35:23	
20	10	75100003	08.FEB.2002 04:22:02	
30	10	75100004	08.FEB.2002 04:22:01	
40	10	75100005	08.FEB.2002 04:22:00	

Substitutes | Designators | Operations | Bill Details | Revision

Method Two: Save Off the BOM with Cost Rollups

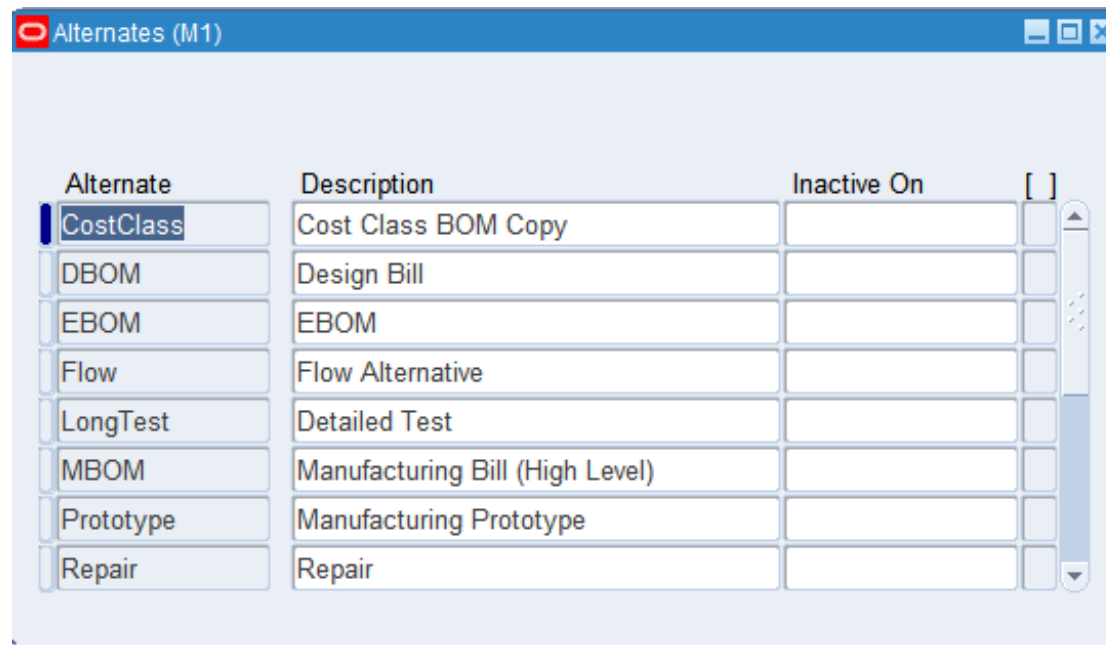
□ Based on the Cost Type Settings:

- **Step one:** Create an alternate BOM name
- **Step two:** Assign the alternate BOM to your Cost Type (to be rolled up)
- **Step three:** By rolling up all assemblies, the Cost Rollup automatically creates a copy of the BOM using the Alternate BOM Name

Step One: Create An Alternate BOM Name

Menu path: Cost Management – SLA => Discrete Jobs => Setup => Alternates

- Create a BOM Alternate from Cost Management Responsibility:



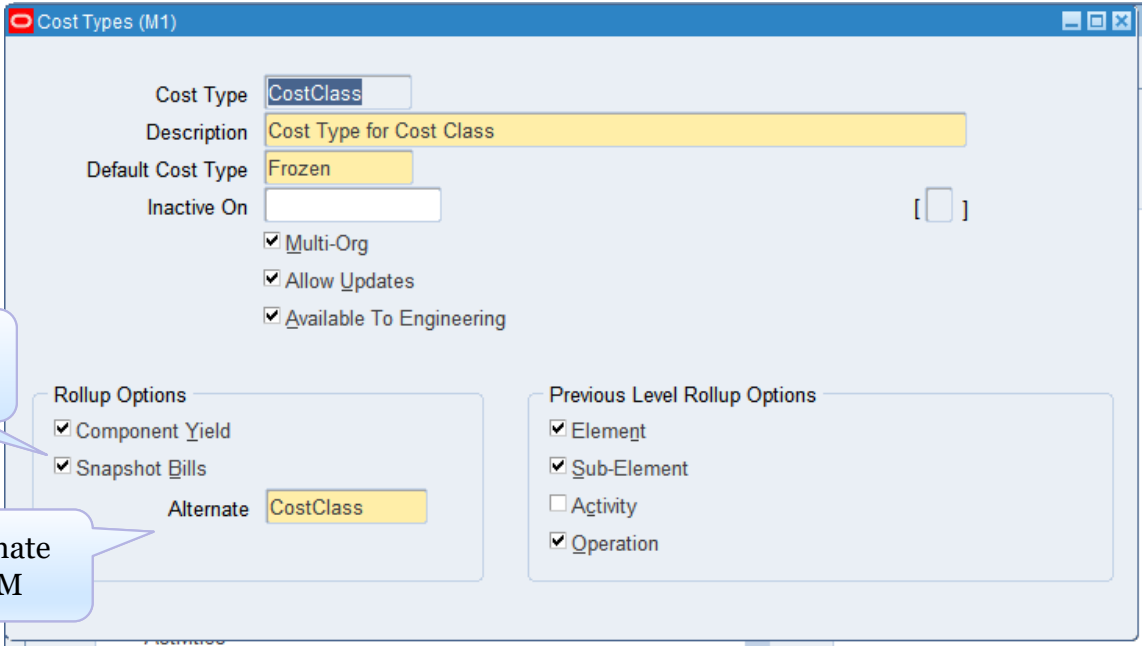
Alternate	Description	Inactive On	[]
CostClass	Cost Class BOM Copy		<input type="checkbox"/>
DBOM	Design Bill		<input type="checkbox"/>
EBOM	EBOM		<input type="checkbox"/>
Flow	Flow Alternative		<input type="checkbox"/>
LongTest	Detailed Test		<input type="checkbox"/>
MBOM	Manufacturing Bill (High Level)		<input type="checkbox"/>
Prototype	Manufacturing Prototype		<input type="checkbox"/>
Repair	Repair		<input type="checkbox"/>

Step Two: Set Up the Cost Type

Menu path: Cost Management – SLA => Discrete Jobs => Setup => Alternates

Based on the Cost Type Settings:

- Check the Box for Snapshot Bills
- Assign the Alternate BOM



Cost Types (M1)

Cost Type: CostClass

Description: Cost Type for Cost Class

Default Cost Type: Frozen

Inactive On: []

☒ Multi-Org

☒ Allow Updates

☒ Available To Engineering

Rollup Options

☒ Component Yield

☒ Snapshot Bills

Alternate: CostClass

Previous Level Rollup Options

☒ Element

☒ Sub-Element

☐ Activity

☒ Operation

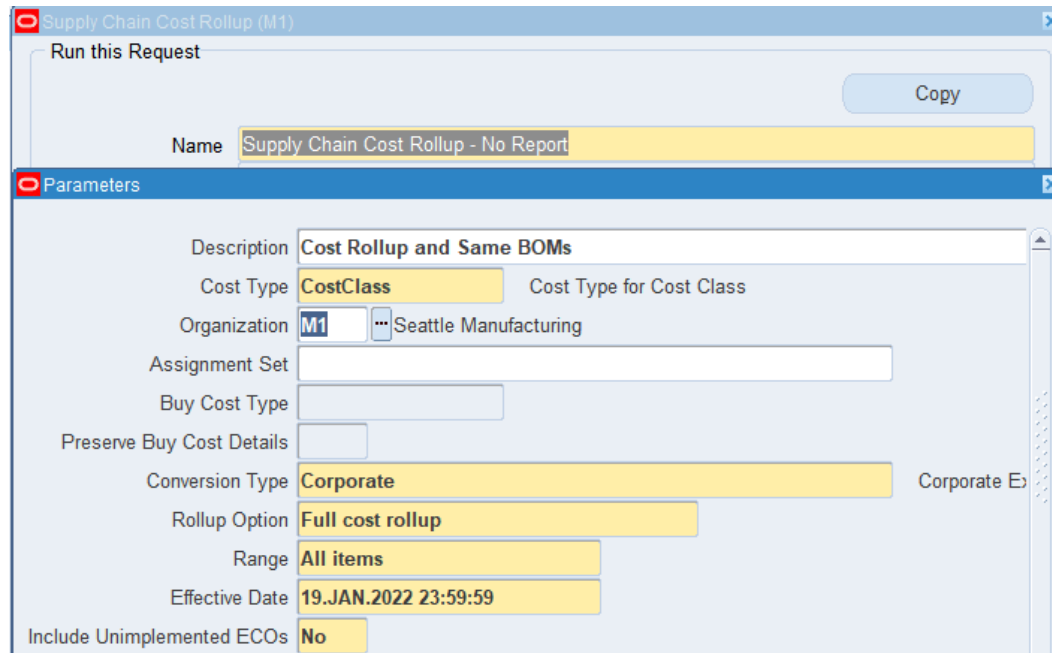
Snapshot Bills

Alternate BOM

Step Three: Roll Up All Assemblies

Menu path: Cost Management – SLA => Item Costs => Supply Chain Costing => Supply Chain Cost Rollup

- Run the Supply Chain Cost Rollup
 - Only works if you roll up all assemblies



The screenshot shows the 'Supply Chain Cost Rollup (M1)' window. It has a 'Run this Request' section at the top with a 'Copy' button. Below this is a 'Parameters' section. The 'Name' field is 'Supply Chain Cost Rollup - No Report'. The 'Description' is 'Cost Rollup and Same BOMs'. The 'Cost Type' is 'CostClass' with a sub-label 'Cost Type for Cost Class'. The 'Organization' is 'M1' with a dropdown arrow and 'Seattle Manufacturing' listed. The 'Assignment Set' is empty. The 'Buy Cost Type' is empty. The 'Preserve Buy Cost Details' checkbox is unchecked. The 'Conversion Type' is 'Corporate' with a sub-label 'Corporate E'. The 'Rollup Option' is 'Full cost rollup'. The 'Range' is 'All items'. The 'Effective Date' is '19.JAN.2022 23:59:59'. The 'Include Unimplemented ECOs' checkbox is unchecked.

Assembly Scrap & Yield Factors

Assembly Scrap and Yield Factors

□ Component Yield factors

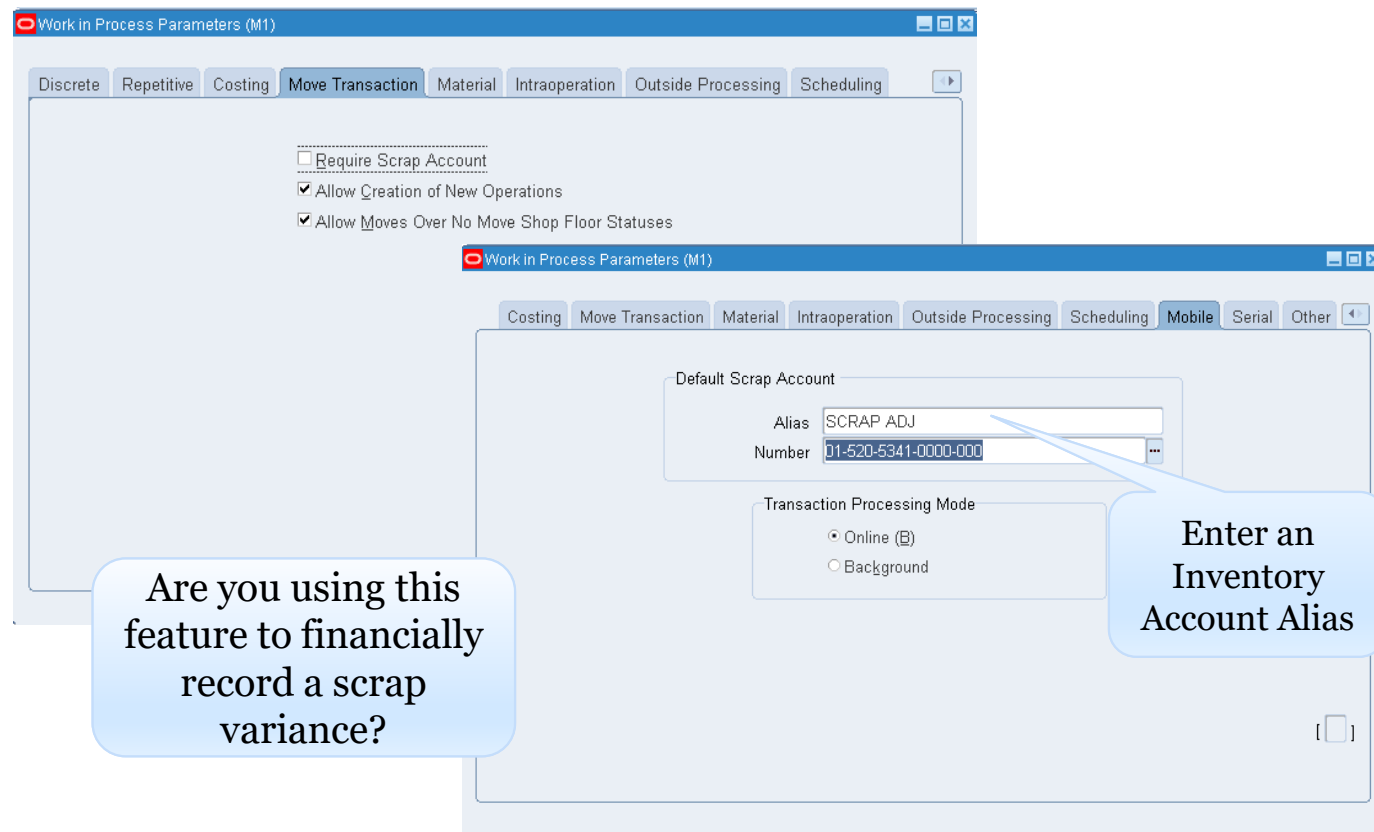
- It increases the cost (and component requirements) for the assembly
- Input on the bill of material
- Easy to understand

□ Assembly Scrap

- Depending on your setup you may
 - Record assembly scrap when you move assemblies into Scrap or
 - Leave the value in the job and record it when you close the job

WIP Assembly Scrap Setup

Menu path: Work in Process => Setup => Parameters



Work in Process Parameters (M1)

Discrete Repetitive Costing **Move Transaction** Material Intraoperation Outside Processing Scheduling

☐ Require Scrap Account
☒ Allow Creation of New Operations
☒ Allow Moves Over No Move Shop Floor Statuses

Work in Process Parameters (M1)

Costing Move Transaction Material Intraoperation Outside Processing Scheduling **Mobile** Serial Other

Default Scrap Account

Alias SCRAP ADJ
Number 01-520-5341-0000-000

Transaction Processing Mode

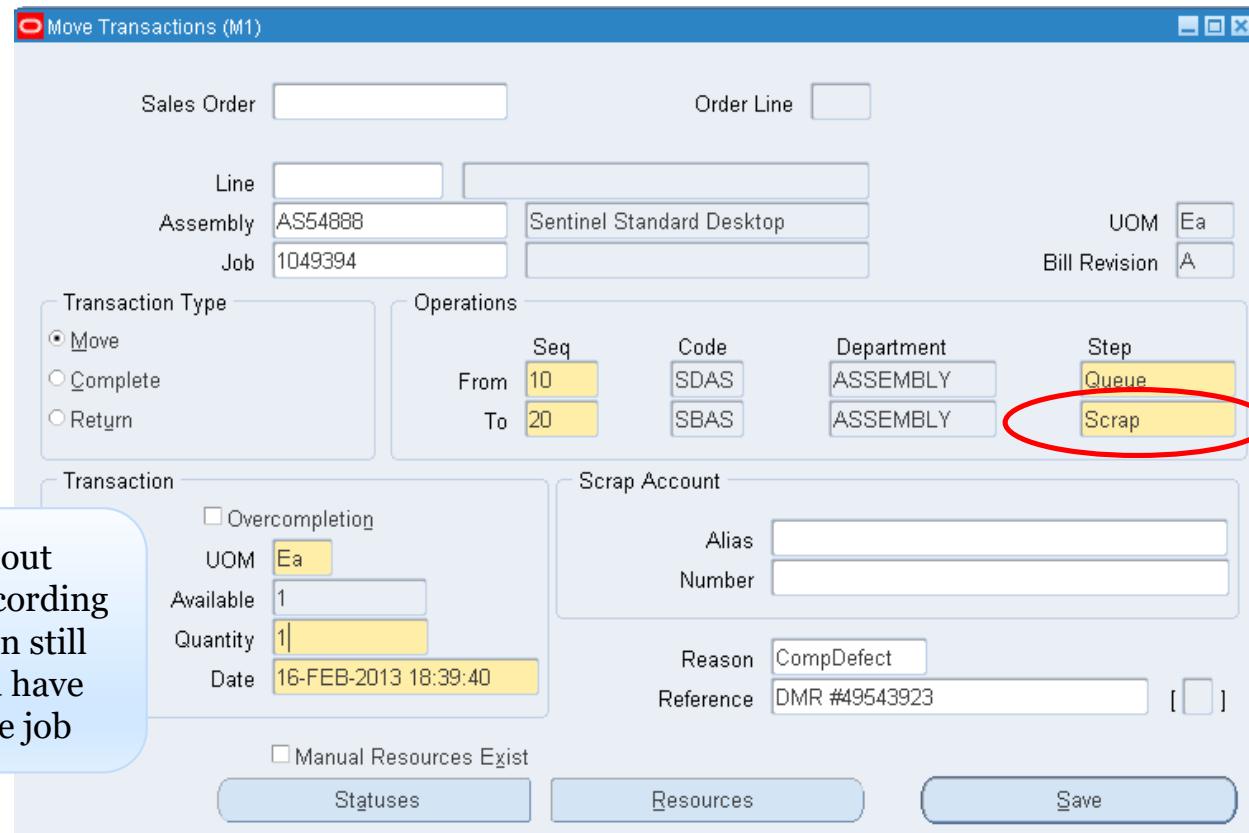
☒ Online (B)
☐ Background

Are you using this feature to financially record a scrap variance?

Enter an Inventory Account Alias

How to Enter the WIP Assembly Scrap Transaction

Menu path: Work in Process => Move Transactions => Move Transactions



Seq	Code	Department	Step
From 10	SDAS	ASSEMBLY	Queue
To 20	SBAS	ASSEMBLY	Scrap

Even without financially recording scrap you can still indicate you have scrap on the job

MFG Shrinkage Rate

□ Used for Assembly Cost Rollups

- Used to indicate the overall shrinkage or loss for the assembly
- Does not apply to items you buy
- If you have no shrinkage the value is 0 (zero)
- The shrink factor is a derived number, representing the effect the MFG shrinkage rate has on the cost of the item. The formula is:
$$1/(1-\text{MFG shrinkage rate})$$
- Shrinkage factors affect and change all of the component costs from the assembly to the bottom of the bill of material

→ **Caution:** Using MFG Shrinkage Rates makes it harder to understand the rolled up costs

Assembly Scrap Factor by Cost Type

Item Costs Details (M1)

Item: AS54888 Sentinel Standard Desktop UOM: Ea

Cost Type: Frozen Frozen Standard Cost Type Default Cost Type: Frozen

☐ Use Default Cost Controls

Cost Controls

☒ Inventory Asset

☒ Based On Rollup

Lot Size: 1

MFG Shrinkage Rate: 0

Cost Information

Material	1,203.86600	Cost Category	COMPUTER.DESKTOP
Material Overhead	39.34580	Quantity	4463
Resource	84.16840	Extended Value	6,001,013.93
Outside Processing	1.50000	Last PO Price	1,107.86000
Overhead	15.73417	Invoice Price	1,107.86000
Unit Cost	1,344.61437	Make/Buy	Make
COGS Account	01-520-5110-0000-000	<input checked="" type="checkbox"/> Include In Rollup	
Sales Account	01-520-4110-0000-000		

Views Costs

Shrink
Rate by
Cost Type

Any Questions?



Doug Volz

doug@volzconsulting.com

www.volzconsulting.com

+1 510 755-7050