You Can Close Thousands of Discrete Jobs Safely Each Month!

OAUG Cost Mgmt SIG Webinar October 16, 2018

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Learning Points

- Learn About the Job Close Processes
- How to Examine Job Balances and What to Look For
- An Automated Method to Determine Which Jobs to Close Safely
- Lessons Learned

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Agenda

- Overview for Closing Discrete Jobs
- Typical Business Requirements for WIP Job Closure
- Automated Solution to Closing Jobs Safely
- Lessons Learned
- Appendix

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Professional Summary

- 35+ years industry, design and consulting and firefighting experience
- Specializing in Cost Management business solutions
- Awarded 2014 OAUG Member of the Year
- Awarded 2018 OAUG Associate Speaker of the Year
- Co-designed Oracle Cost Management at Oracle
- EBS and Cloud Implementations in twelve countries
- Led the Oracle Applications User Group for Cost Management since 2007
- Presenter at Collaborate (OAUG), Openworld and UKOUG since 1996
- Prior industry positions for General and Cost Accounting management

Business Solutions

- Change cost methods
- Inventory reconciliation
- Profit in inventory
- Intercompany
- A/P accruals
- Fix system account setups
- Multi-org cost accounting reports
- Product Line & Margin analysis
- Cost Rollup and Update
- Cost accounting training

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Business Solutions – Over 30 Presentations

– http://oaug.org/communities/webinars#cost-management-sig
– http://www.volzconsulting.com/resources.html

A/P Accruals:

- (R11i) How to Setup, Use and Balance Your A/P Accrual Accounts
- (R12) A/P Accruals for Release 12 (OAUG Cost Management SIG)

Change Your Cost Methods Without Re-implementing:

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

Cloud Costing vs. EBS Costing:

- Cloud Costing Comparison and Setup: How Does Oracle Cloud Costing Stack Up Against Oracle EBS Costing?

Cost Management & Subledger Accounting (SLA):

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

Discrete & Process Cost Accounting Integration:

- We Can Create Combined Oracle Cost Accounting Reports for Both Discrete and Process Manufacturing

Inventory Reconciliation:

- Can We Actually Reconcile Project MFG to Inventory, WIP, Projects & G/L? What Was I Thinking?
- Reconcile Your Inventory to G/L Balances With Ease, From 1 to 1,000 Inventory Organizations!

Profit in Inventory Solutions:

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

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Period Close Tips and Month-End Interfaces:

- How in the Dickens Do I Handle Those Month-End Interfaces? (And Why Can't I Close My Books?)
- How to Manage the Inventory and Manufacturing Period Close and Remain Sane…

Costing Tips and Tricks:

- Make Cost Management Work for You!
- Oracle Cost Management Features and Workarounds

Transactions and Variances:

- eAM Costing, How Is It Different from Oracle MFG Costing?
- How to Setup, Transact and Use Outside Processing
- InterCompany – Fulfillment Delivery Options - an Oracle DropShip Example
- Manufacturing Variances for Oracle EBS
- Overview of Oracle Discrete Costing for Manufacturing
- Receiving as it Relates to Oracle Cost Management
- Ship to Invoicing Oracle Transaction Flows: Tracing a Sale Through Inventory

Other Related Presentations:

- Cost Allocations: Different Ways to Use Oracle EBS Cost Elements, Sub-Elements and Cost Allocationsds
- Change Management is So Important!
- Don't Forget Your Business Processes! Oracle Can't Do it All for You
- Major Tables & Relationships for Oracle EBS Costing
- What's New in Oracle Release 12 – the Changes that Matter
- Why Upgrade to Oracle Release 12 Costing - What's In it for Me?

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Overview for Closing Discrete Jobs

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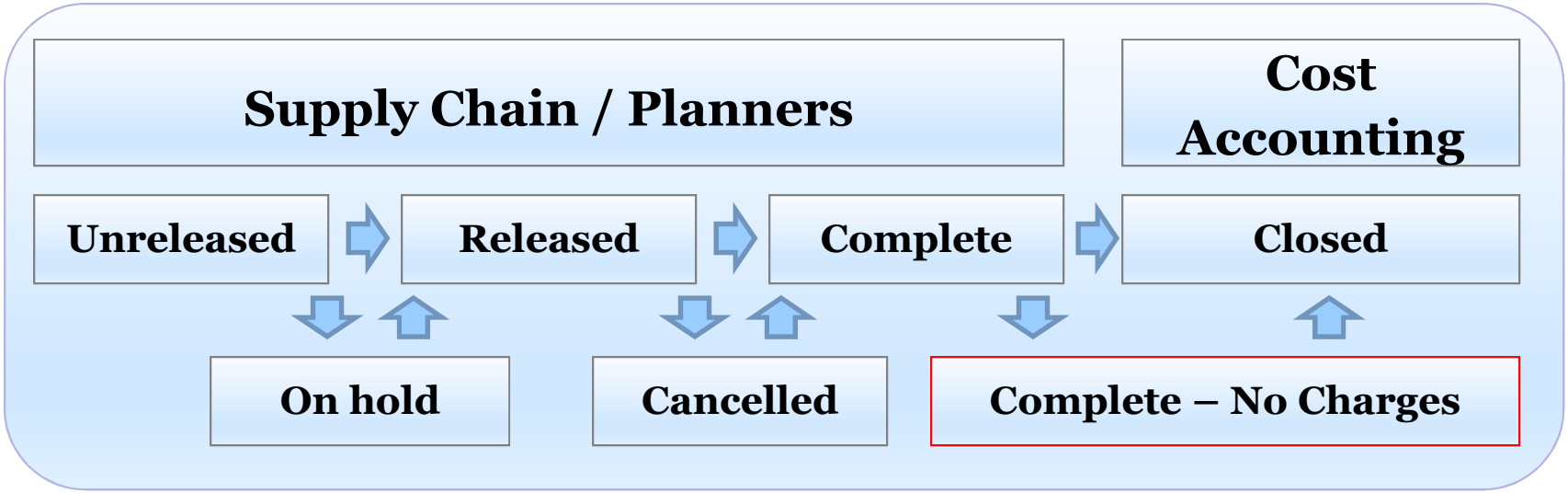
WIP Job Statuses and Process Steps

- 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

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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)
- After 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

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WIP Job Pre-Close Analysis Suggested Steps

- If you have only a small number of jobs:
  - Just run the Oracle Discrete Job Value Report

- If you have a larger number of jobs to review, consider custom reports (see the Appendix for examples):
  - Custom WIP Account Summary Report to see recorded variances
  - Custom WIP Component Value Report to find usage variance
  - Custom WIP Resource Efficiency Report to find efficiency variances
  - Follow up with any further questions using the WIP inquiries or the Oracle Discrete Job Value Report

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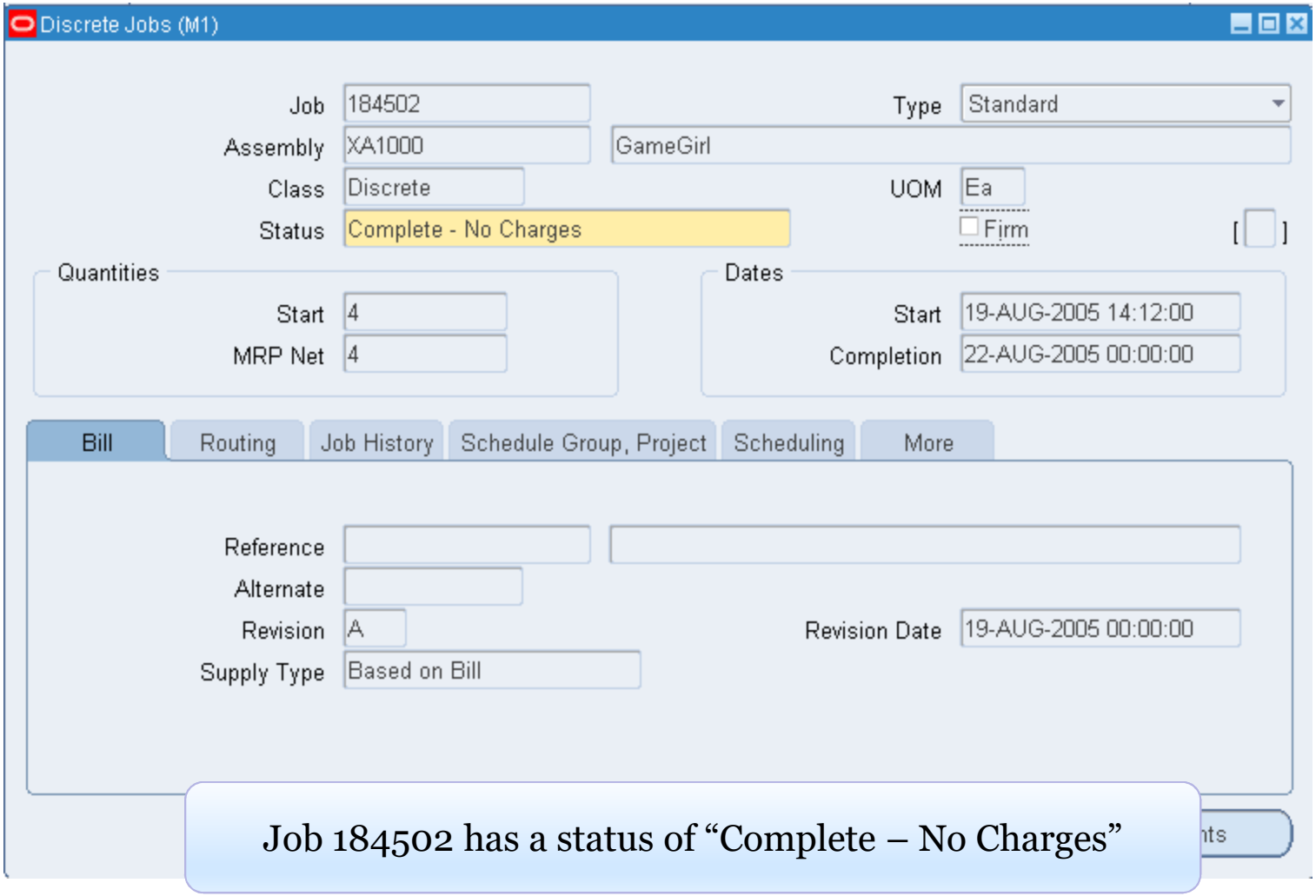
Example Job Analysis

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



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

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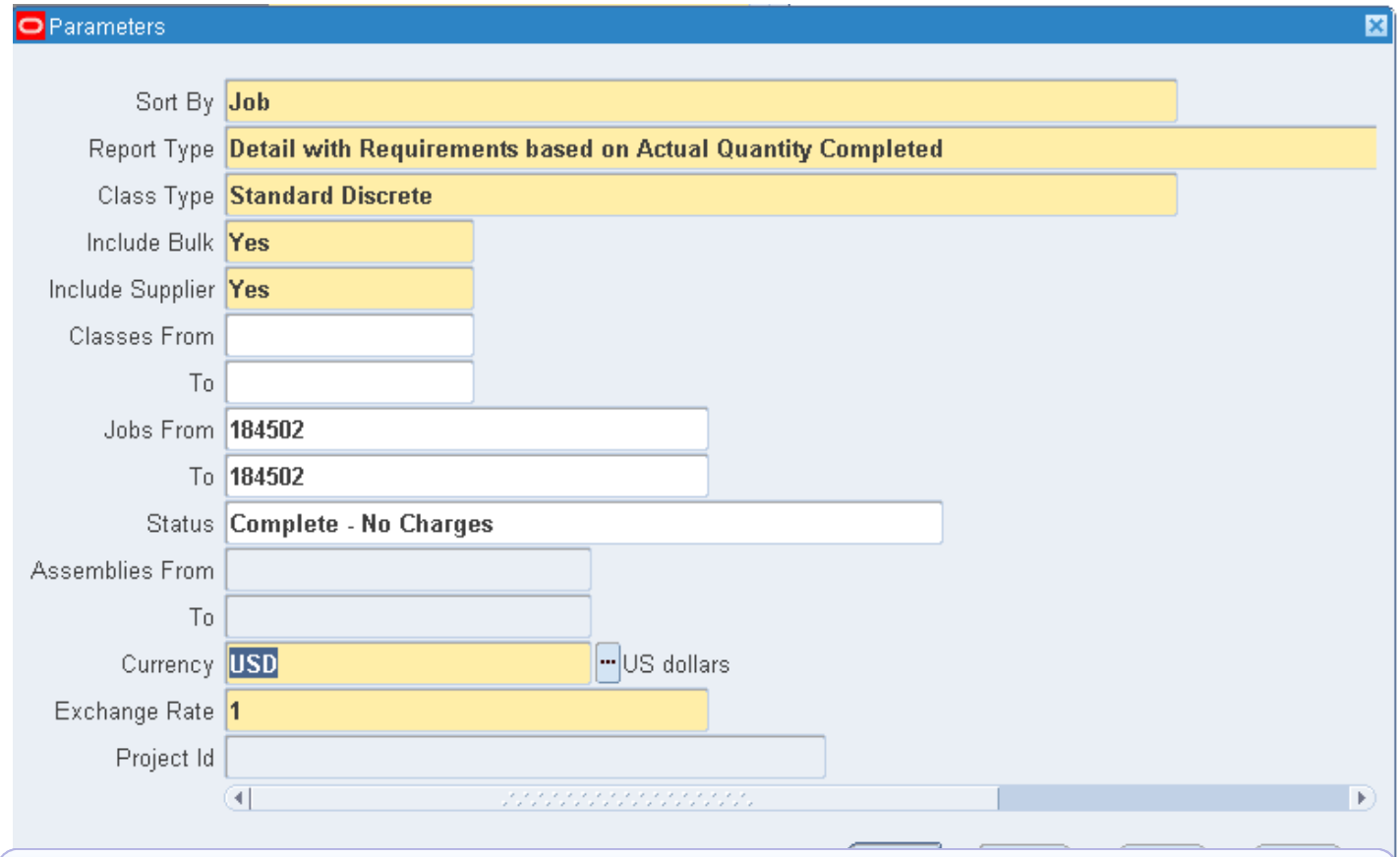
Oracle Discrete Job Value Report

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



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

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Oracle Discrete Job Value Report

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

Material usage variances

Resource efficiency variances

```
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
                                                                 --------
                                   Supply        Op       Quantity     Quantity     Requirements    Actual Issues
Component Item  Description          Type      UOM Seq      Required       Issued  At Job Standard      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 Board     Assembly  Ea  11          3.00         3.00            7.05             7.05             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
XC1104          RAM                  Assembly  Ea  11          3.00         3.00           20.10            20.10             0.00
XC1105          Diode                Assembly  Ea  11         18.00        18.00            2.52             2.52             0.00
XC1106          Label                Assembly  Ea  11          3.00         3.00            0.45             0.45             0.00
XC1107          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                                          Auto     Std      Standard      Applied         Resource         Resource       Efficiency
Seq  Department Resource   UOM Basis       Charge   Rate    Res Units    Res Units    Standard Cost     Applied Cost         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
                                                  ----------------------------------
                                   Op        Transaction
Transaction Action                 Seq  UOM     Quantity                                                  Total Cost
-------------------------------- ---- --- ------------                                                ----------------
Assembly completion                     Ea          3.00                                                    <202.29>
                                                                                                       ----------------
        Total Costs Relieved:                                                                                <202.29>

         Total Job Balance:                                                                                    59.40
                                                                                                       ================
```


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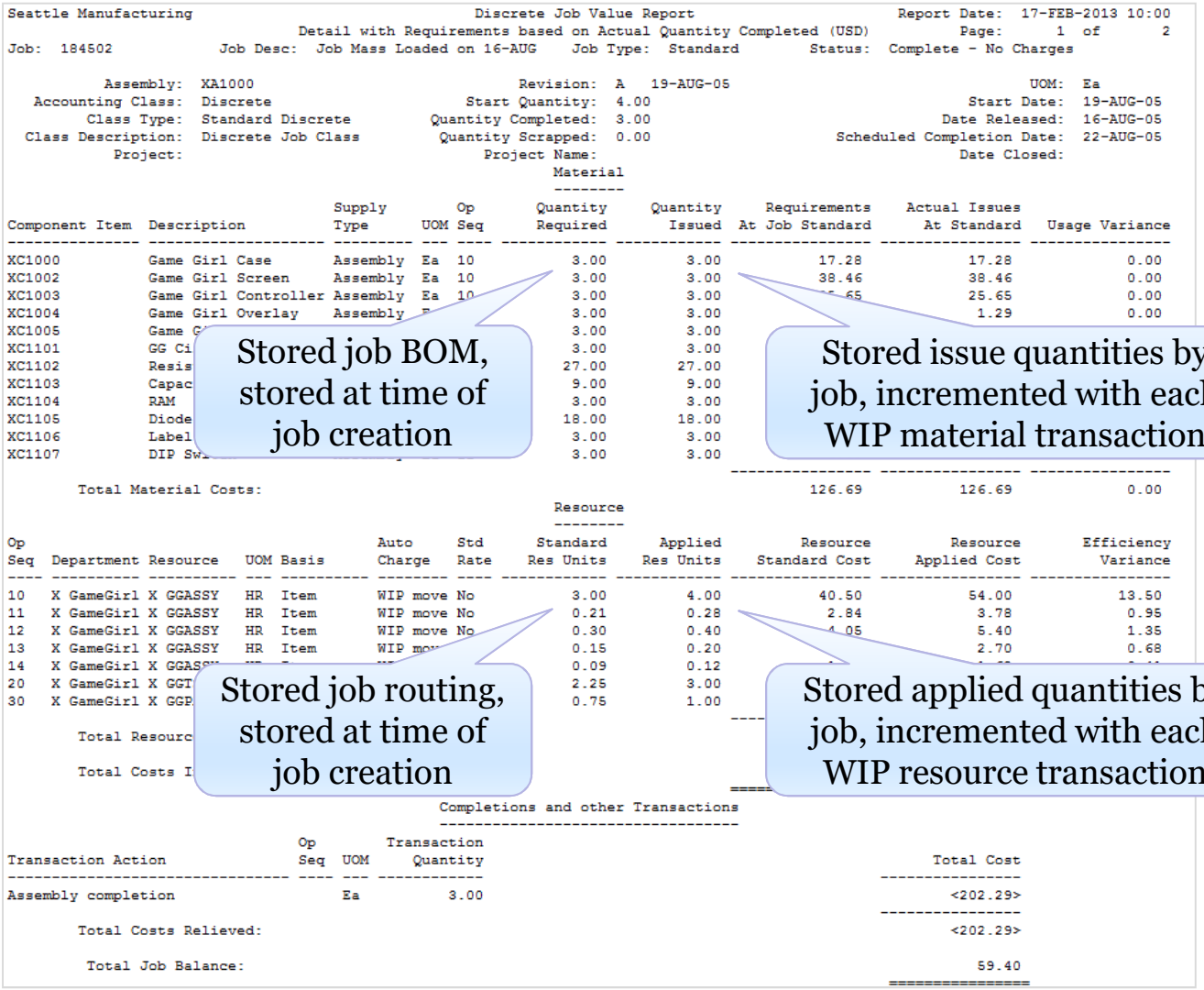
How Does This Report Work?

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
                                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
                                                                  --------

                                    Supply       Op       Quantity     Quantity     Requirements    Actual Issues
Component Item  Description         Type      UOM Seq      Required       Issued  At Job Standard      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  E               3.00         3.00             1.29             1.29             0.00
XC1005          Game G                                        3.00         3.00
XC1101          GG Ci                                         3.00         3.00
XC1102          Resis                                        27.00        27.00
XC1103          Capac                                         9.00         9.00
XC1104          RAM                                           3.00         3.00
XC1105          Diode                                        18.00        18.00
XC1106          Label                                         3.00         3.00
XC1107          DIP Sw                                        3.00         3.00
                                                                                ---------------- ---------------- ----------------
        Total Material Costs:                                                             126.69           126.69             0.00

                                                                  Resource
                                                                  --------

Op                                                Auto     Std      Standard      Applied         Resource         Resource       Efficiency
Seq  Department Resource   UOM Basis             Charge   Rate     Res Units     Res Units    Standard Cost     Applied Cost        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 mov               0.15         0.20             2.70             2.70             0.68
14   X GameGirl X GGASSY   HR  Item       WIP mov               0.09         0.12             1.62             1.62             0.41
20   X GameGirl X GGT                                           2.25         3.00
30   X GameGirl X GGP                                           0.75         1.00
                                                                                ----
        Total Resourc
        Total Costs I                                                                     =====

                                                  Completions and other Transactions
                                                  ----------------------------------

                                 Op       Transaction
Transaction Action               Seq  UOM     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

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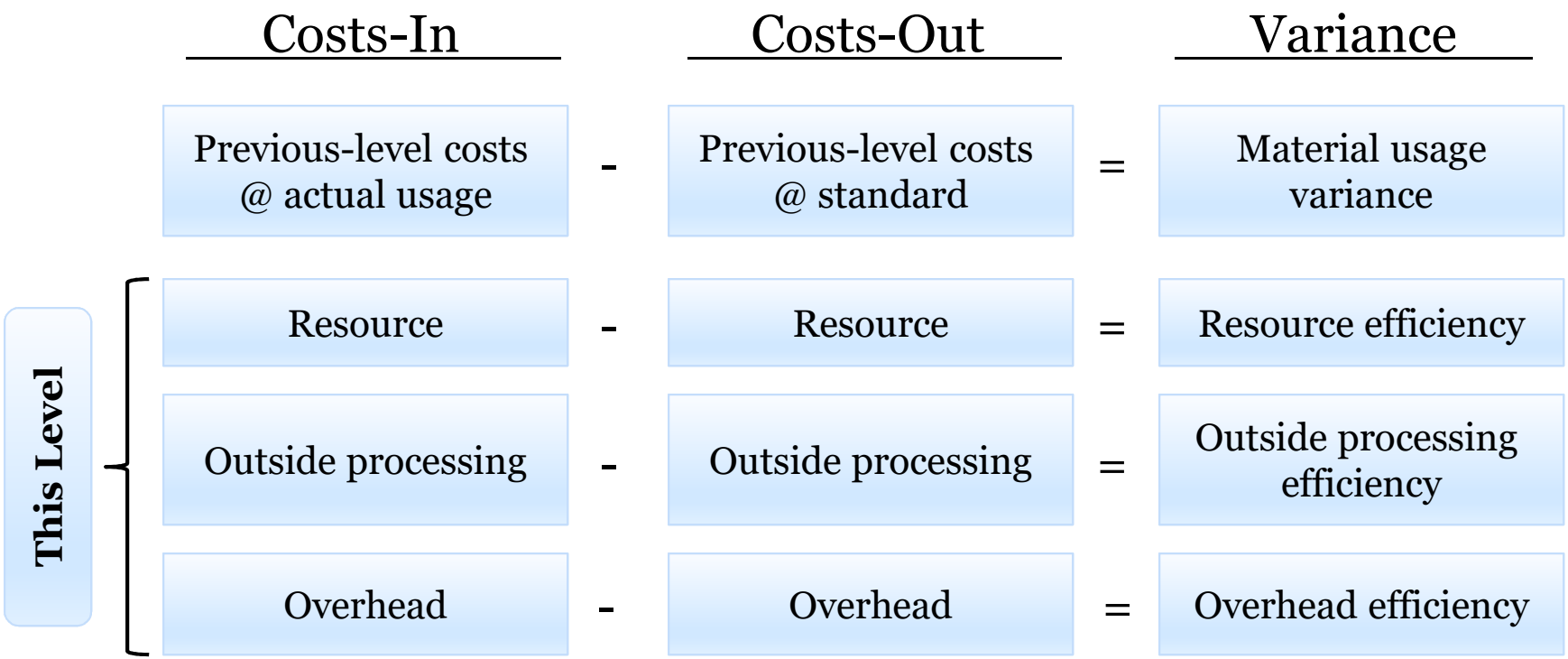
Work In Process Variances



Based on Job BOM and Routing

Sources of:

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

Sources of:

- WIP completions @ standard rolled up costs

Based on rolled up BOM and Routing

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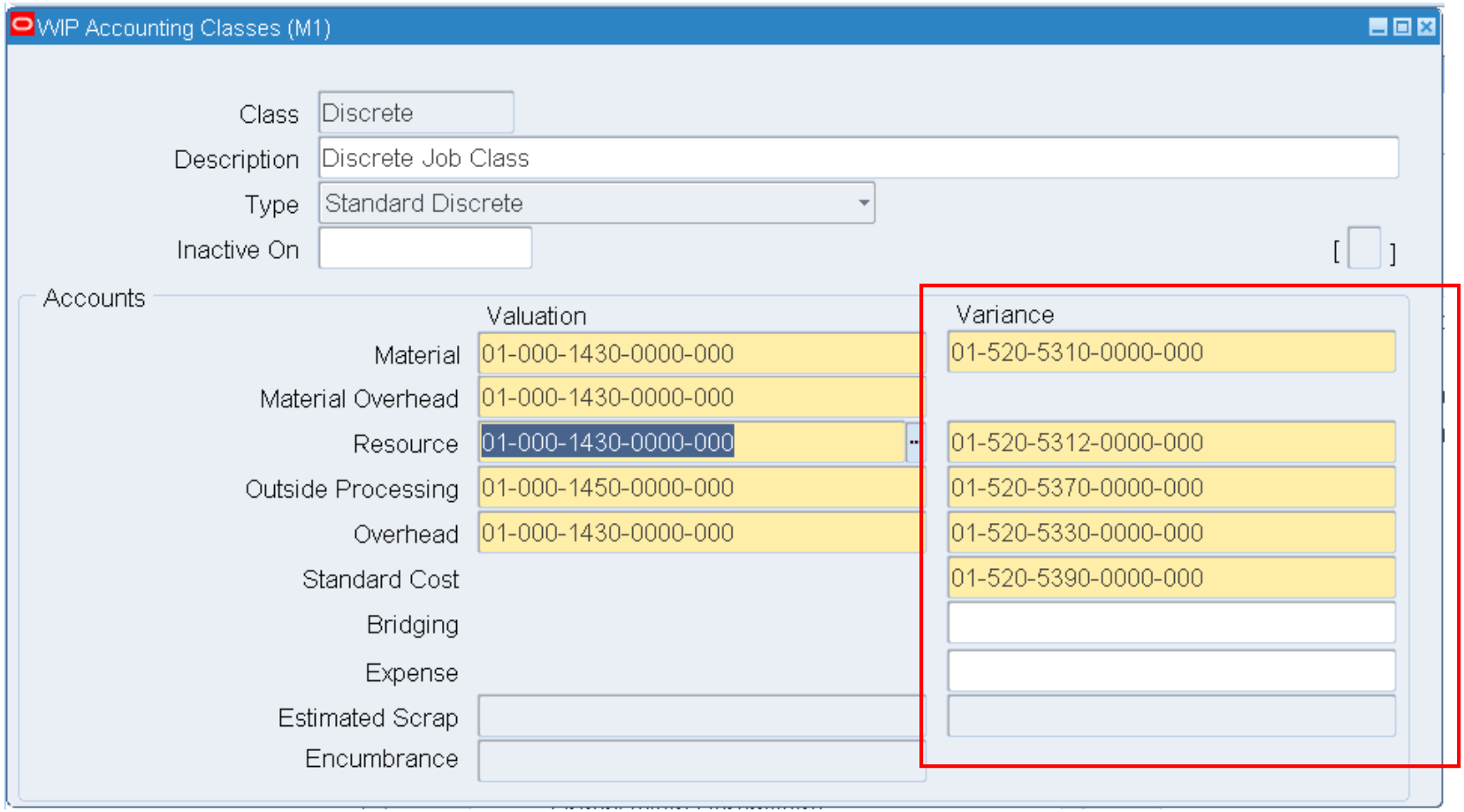
WIP Accounting Classes

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



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Typical Requirements for Closing WIP Jobs

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When to Close a WIP Job?

- WIP Job Status set to **Complete-No Charges**
  - If completed quantity equals scheduled quantity, the status automatically changes to **Complete**
  - After research, change job status from **Complete** to **Complete-No Charges**
  - Close WIP jobs with the status **Complete No Charges**
- OSP requirements, if any, have been earned
- WIP Job within variance tolerances
- WIP Jobs With No Stuck Transactions
  - See next page for details

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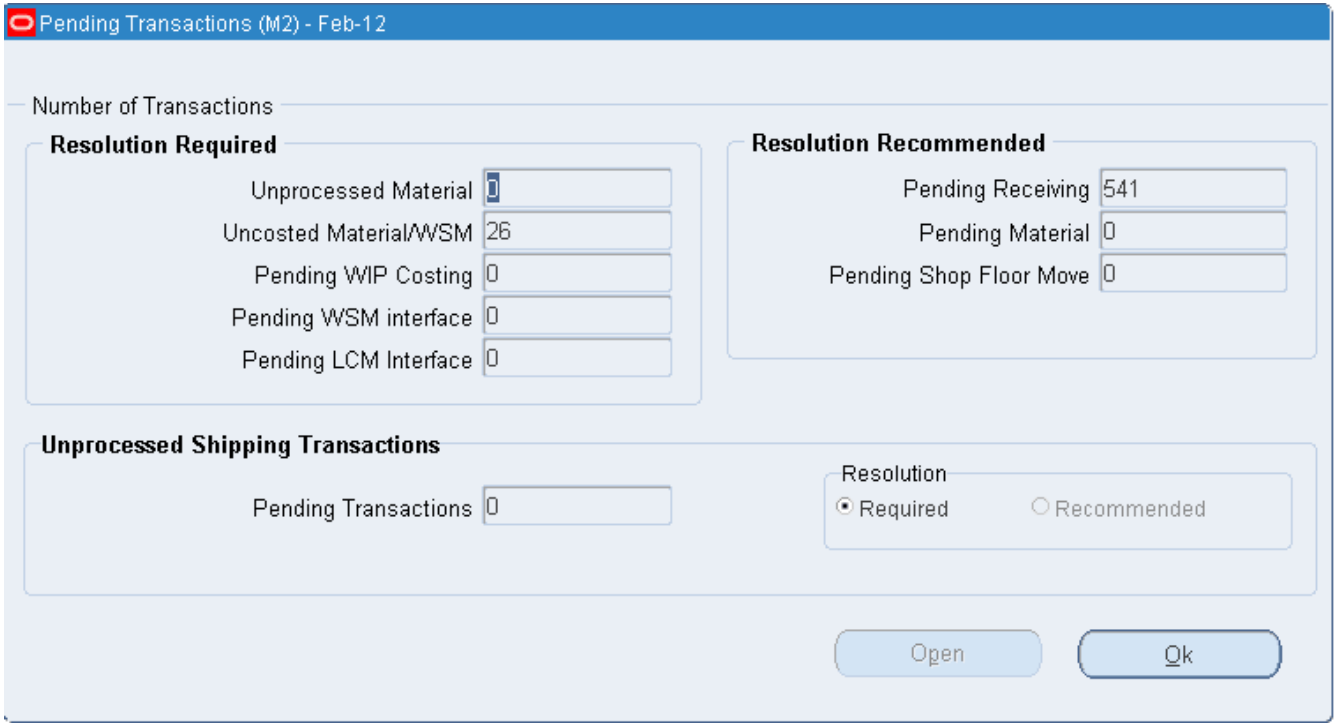
WIP Jobs With No Stuck Transactions

- No uncosted material transactions
- No uncosted WSM transactions
- No pending material transactions
- No pending OSP Receiving transactions
- No pending WIP resource transactions

- No pending WSM Interface Transactions
- No pending shop floor moves
- No unprocessed or uncosted resources
- No unprocessed material transactions
- No pending OSP purchase requisitions



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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
                                                  Discrete Job Value Report                                   Page:    502  of    3897
                                Detail with Requirements based on Actual Quantity Completed (USD)
Sort by: Job


Job:  132725            Job Desc:                                Job Type:  Standard        Status:
```

Qty Completed = Qty Scheduled

```
          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
                                                          --------
                                   Supply        Op       Quantity     Quantity     Requirements    Actual Issues
Component Item  Description        Type      UOM Seq      Required       Issued  At Job Standard      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
```

Zero variances

```
                                                          Resource
                                                          --------
Op                                      Auto     Std      Standard      Applied         Resource         Resource       Efficiency
Seq  Department Resource   UOM Basis    Charge   Rate    Res Units    Res Units    Standard Cost     Applied Cost         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
```

Zero variances

```
                                                   Move Based Overhead Costs
                                                   -------------------------
Op                                                       Standard      Applied                          Overhead       Efficiency
Seq  Department Overhead   Basis                       Basis Factor Basis Factor    Standard Cost     Applied Cost         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

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Closing WIP Jobs

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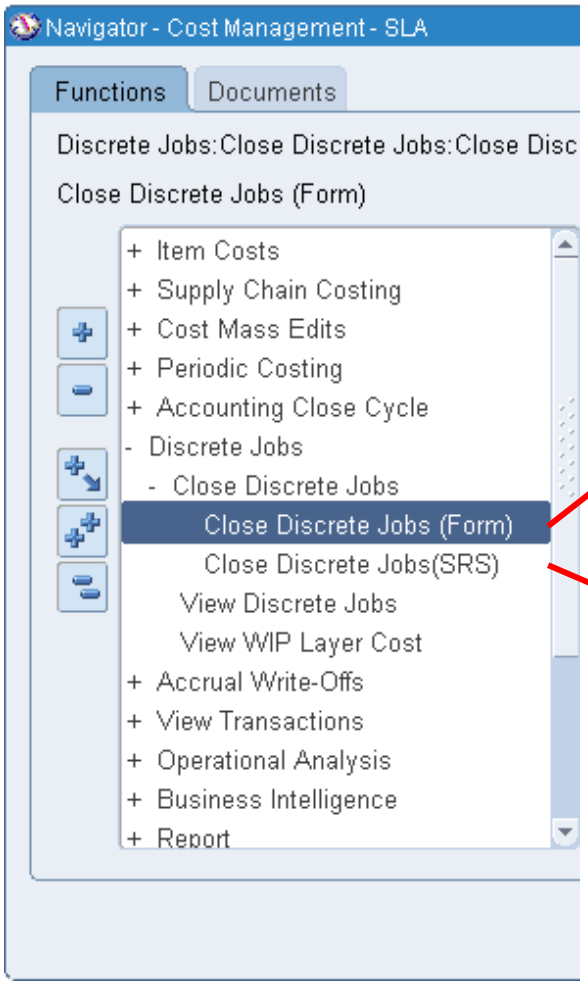
Two Ways to Close WIP Jobs



Close Discrete Jobs (Form)

- Can only close one job at a time
- **Job status does not default (12.2.7)**
- 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**

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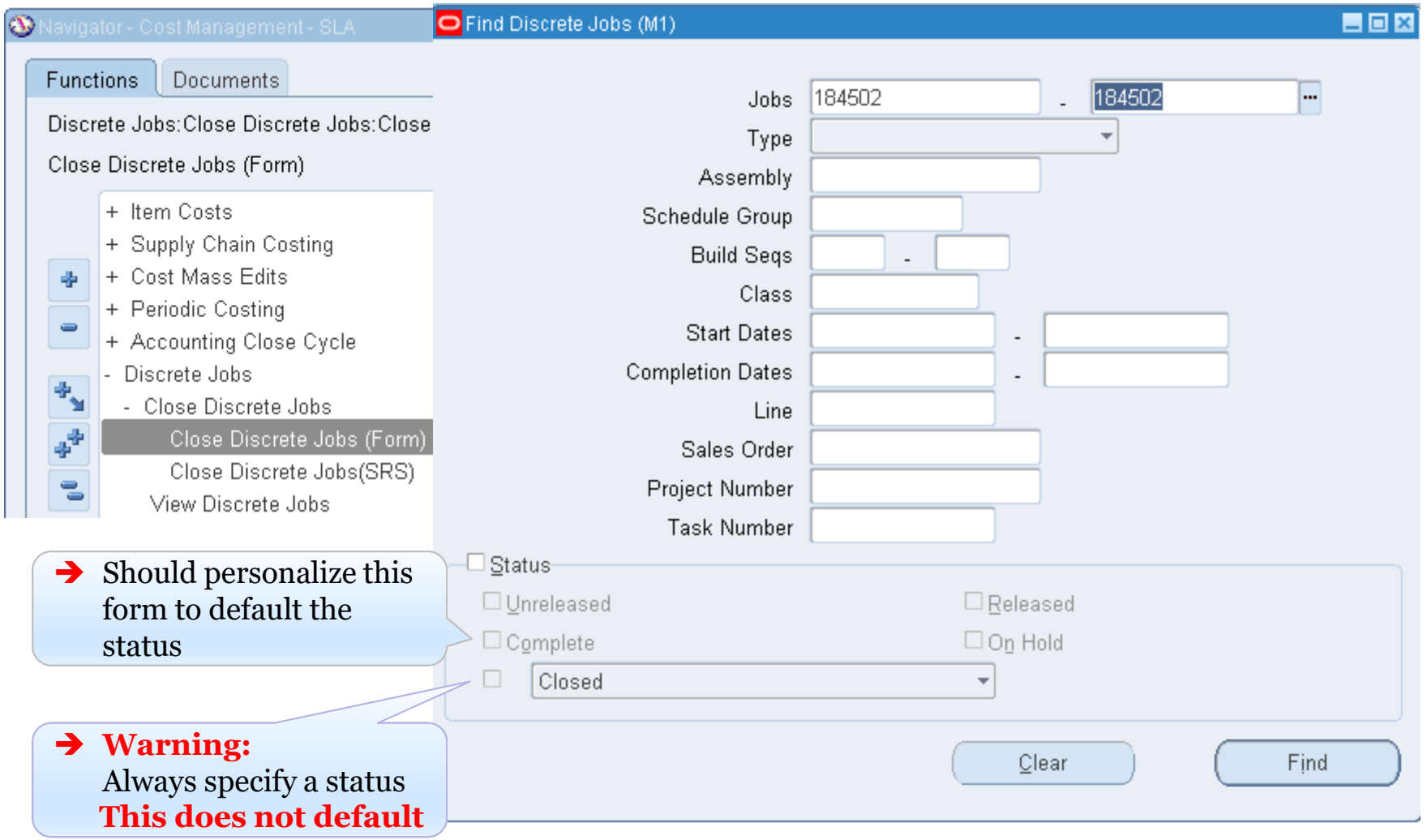
WIP Close Discrete Jobs (Form)

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

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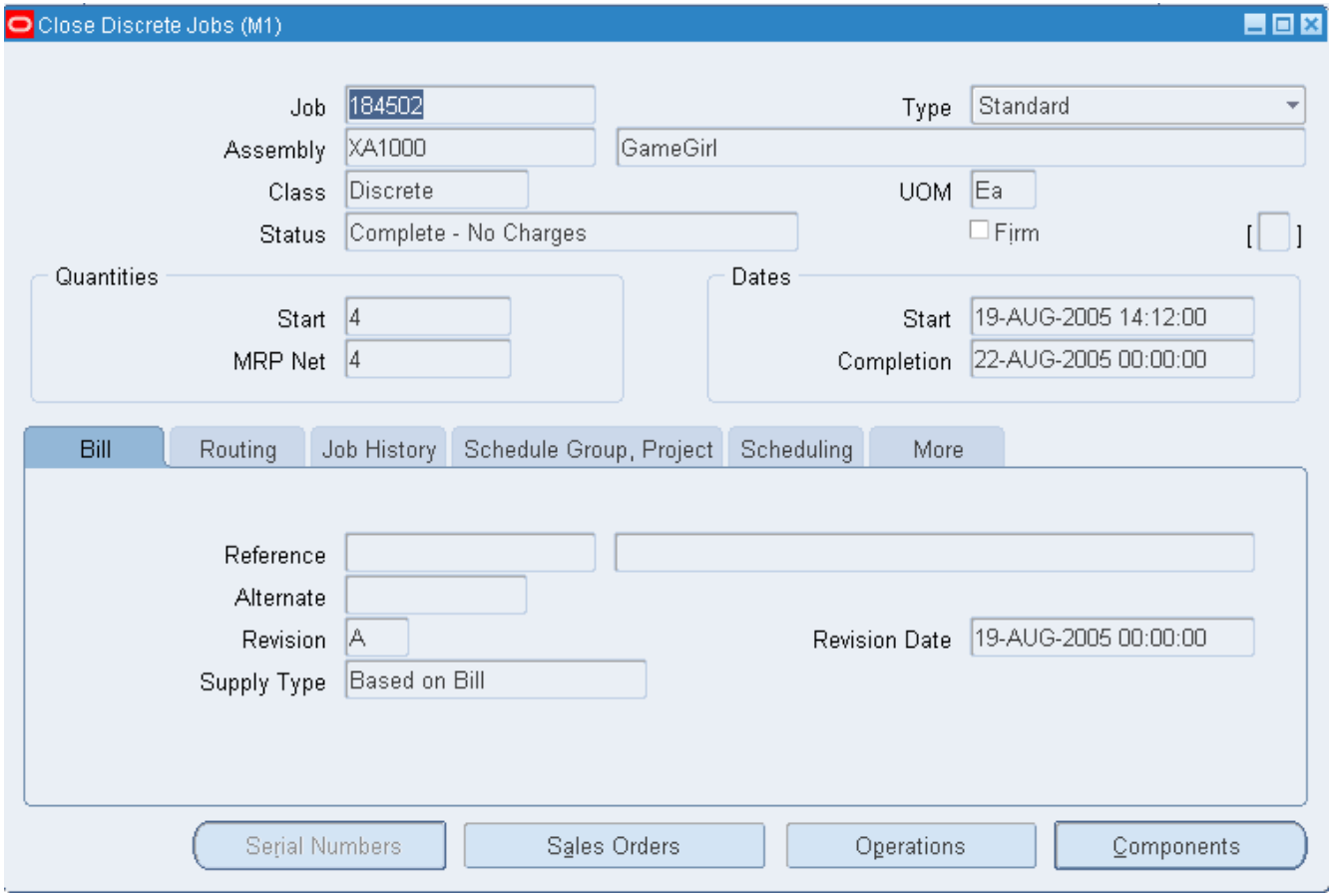
WIP Close Discrete Jobs (Form)

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

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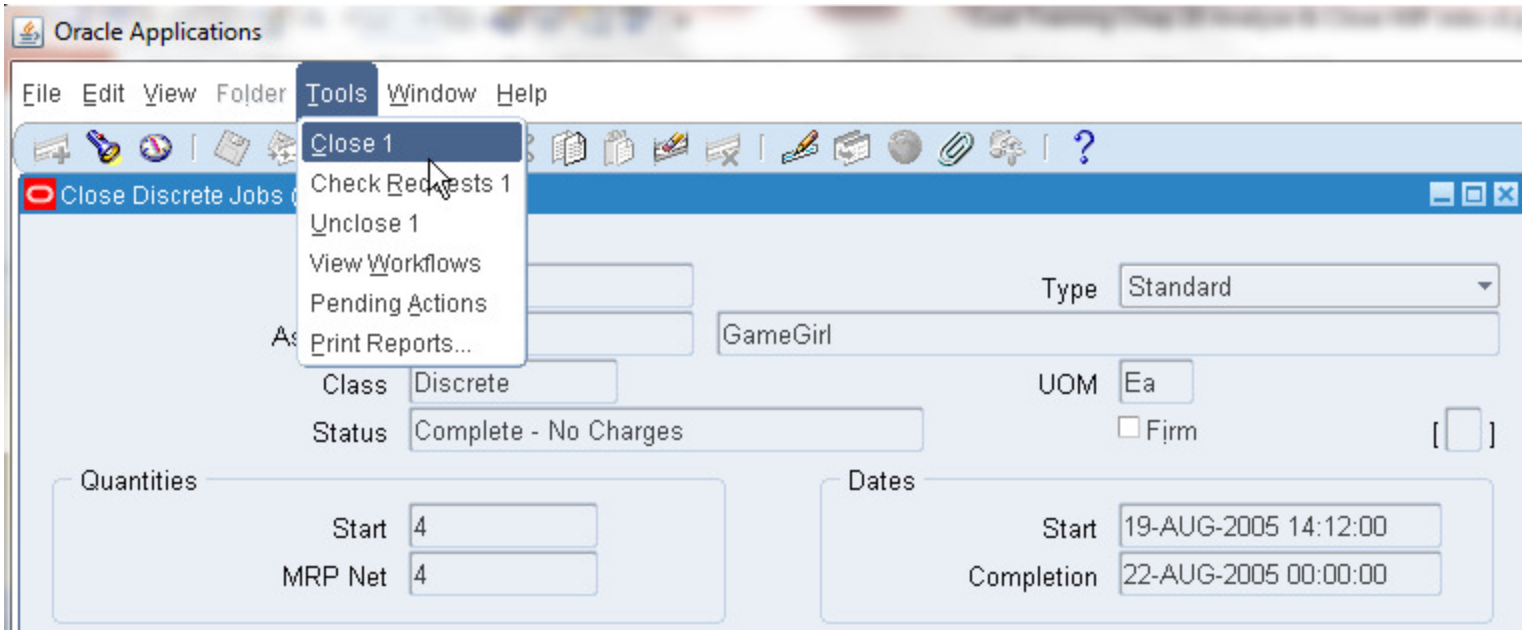
WIP Close Discrete Jobs (Form)

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.

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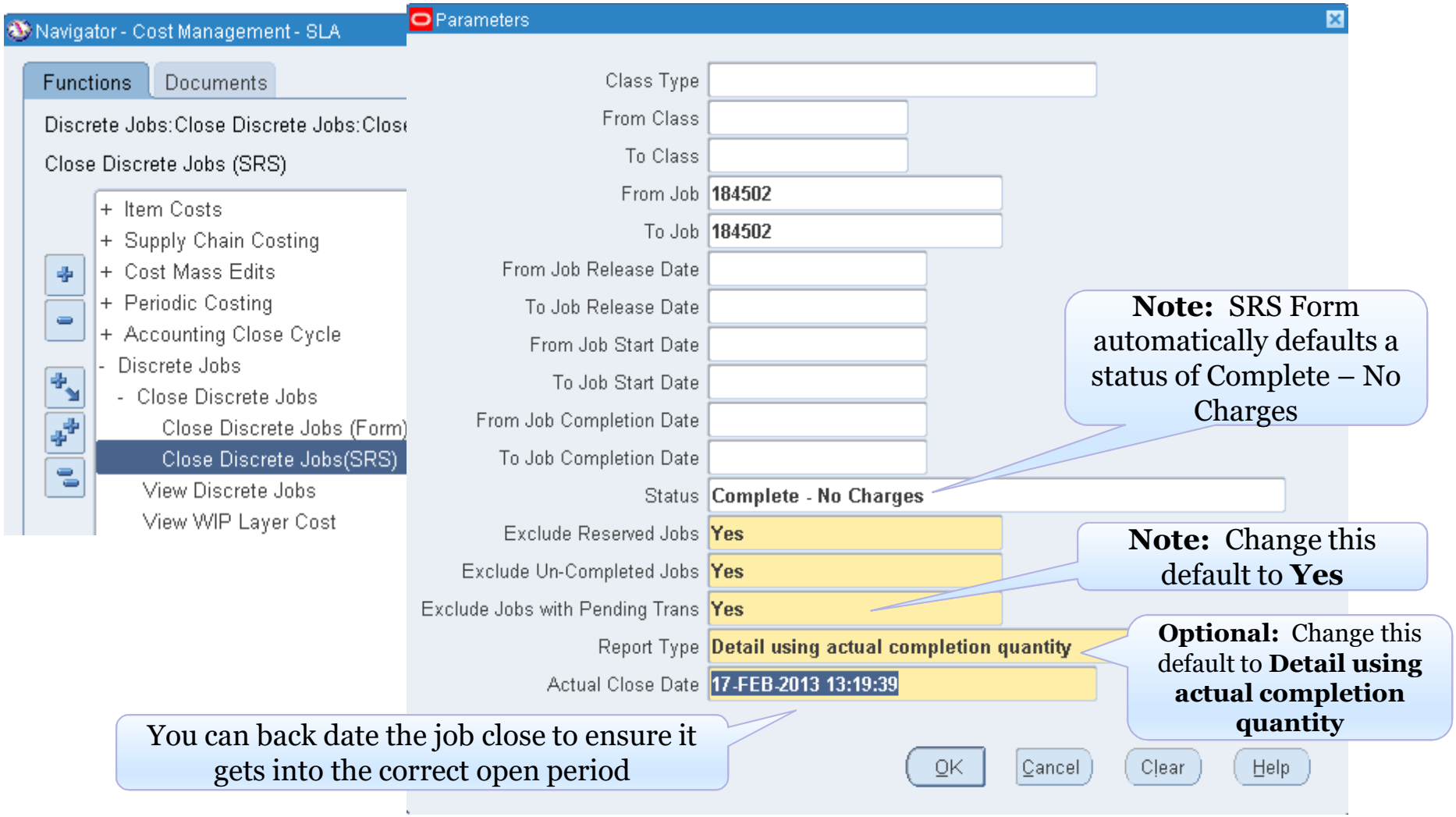
WIP Close Discrete Jobs (SRS)

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



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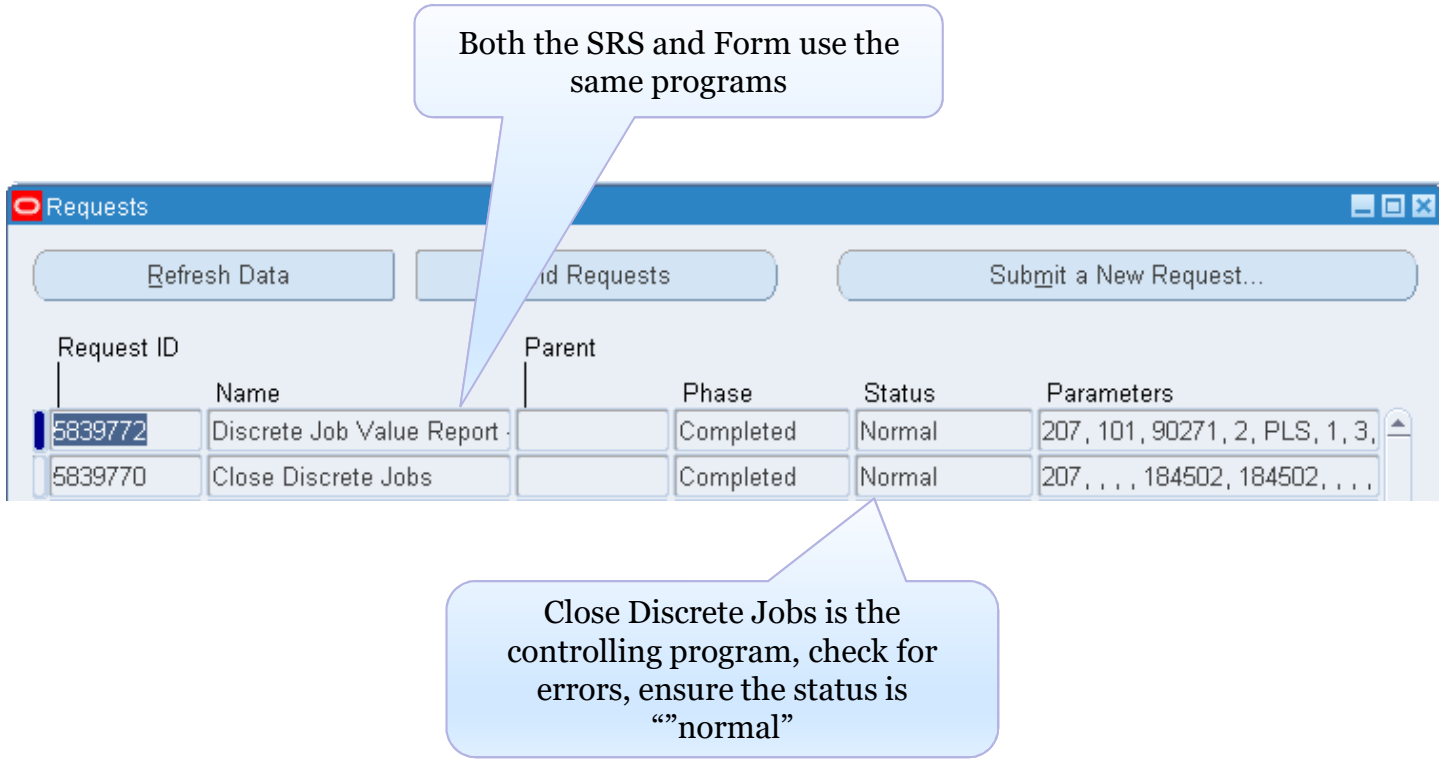
WIP Close Discrete Jobs Submission

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



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Automated Solution to Closing Jobs Safely

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

- Too Many WIP Jobs, No Time to Research Variances

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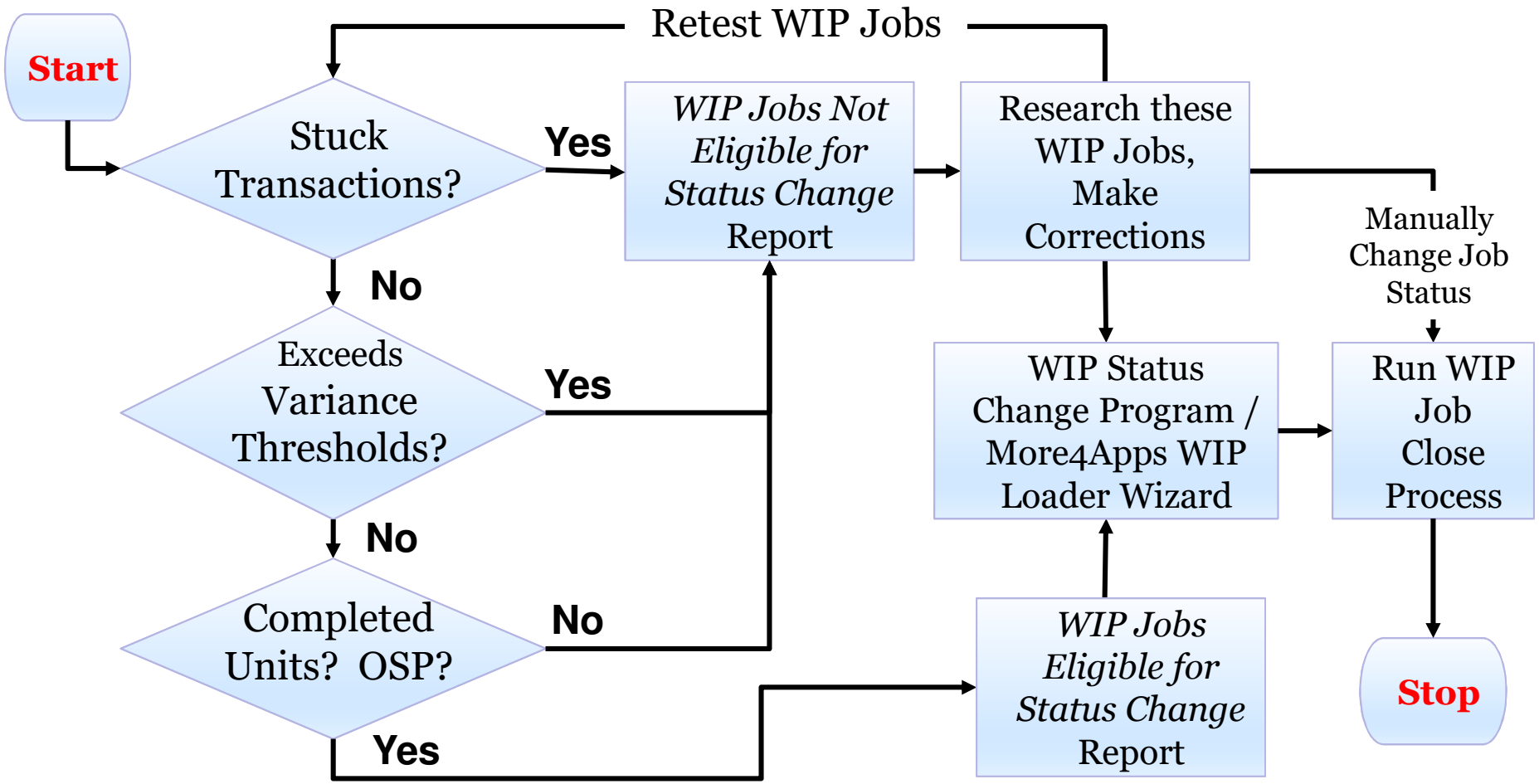
But if You Have Hundreds or Thousands of Jobs to Close?

Custom Feature to Screen WIP Jobs for You



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WIP Job Change Status Solution Components

- SQL 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 – SLA 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

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WIP Jobs Eligible for Status Change Report

- SQL 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	
Corporate USD	Corporate USD	M1	20-Feb-2017	M1-STD	Standard Lot Based	XXXXXX29001*SW	Complete	13-Feb-17	13-Feb-17	SUB3-SW	XXX668-XXX010	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										

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WIP Jobs Not Eligible for Status Change Report

- SQL 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 USD	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 USD	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 USD	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 USD	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)										

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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

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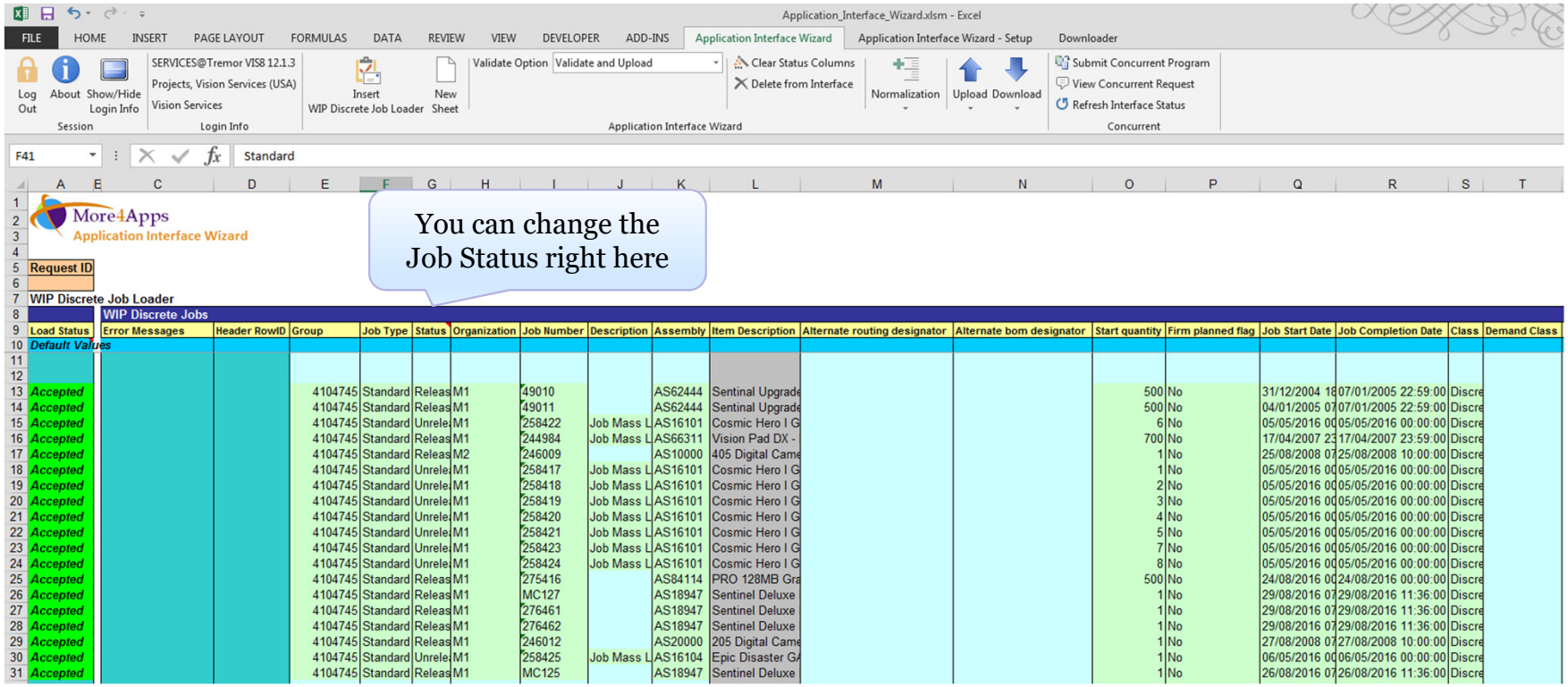
Example – More4Apps WIP Load Wizard

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



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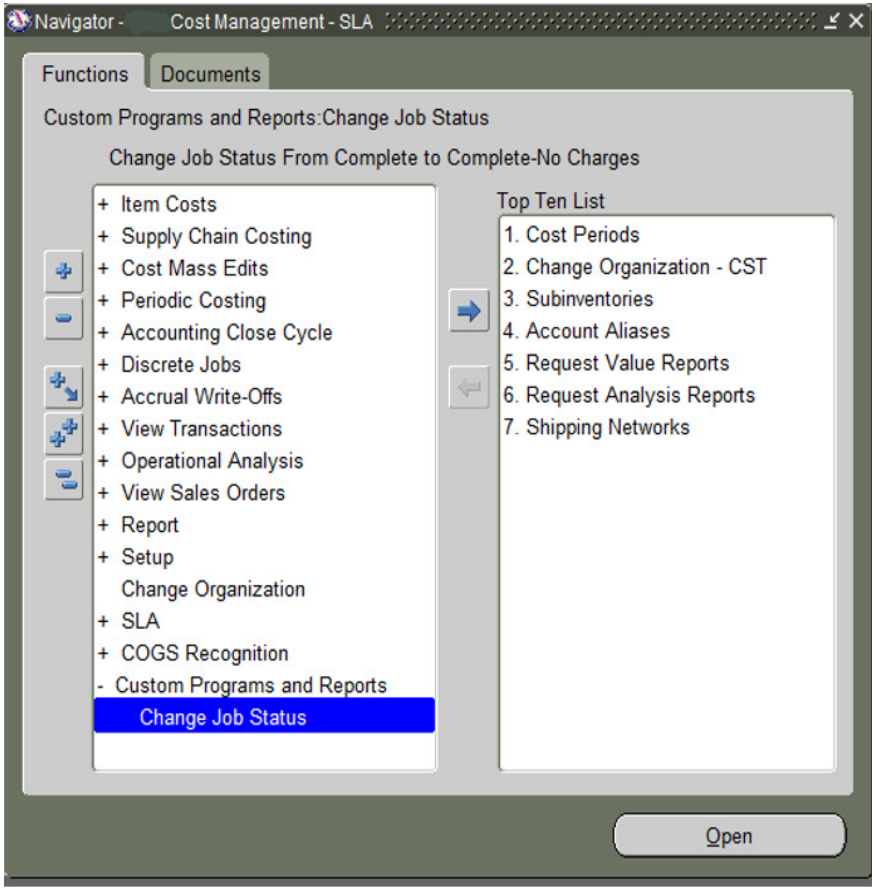
WIP Job Status Change Program

- Put on a Custom Cost Management – SLA Responsibility

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



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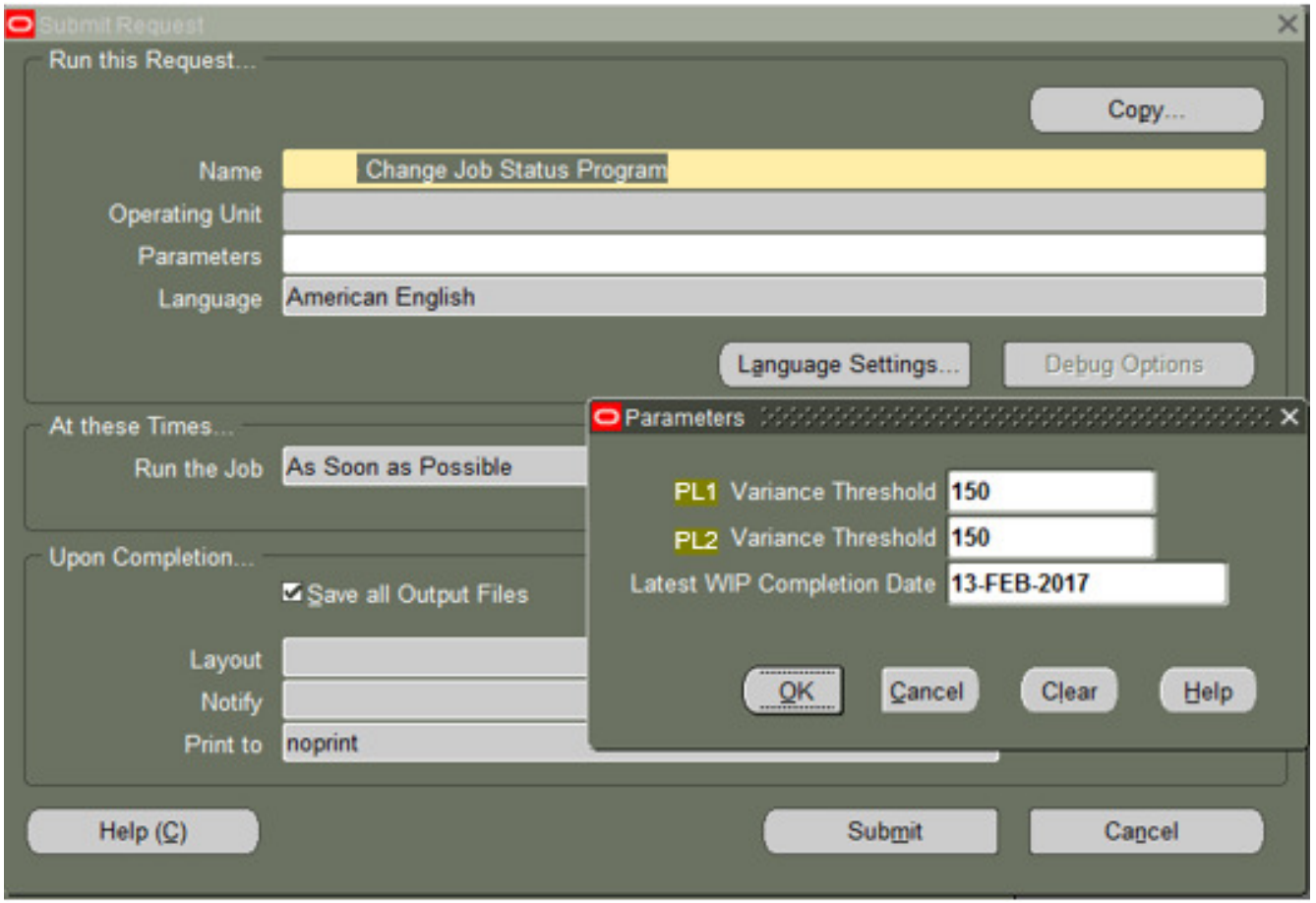
WIP Job Status Program Parameters

- Variance Thresholds and Latest WIP Completion Date



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Where to Get More Information / Acknowledgements

- Thanks to Lattice Semi-Conductor for the Initial Idea
- Thanks to Bob Proffit
  (For his help with coding the PL/SQL Status Change Program)
- More4Apps: https://more4apps.com/product/wip-loader/
- API Wizard: https://www.api-wizard.com/
- Oracle WIP Interface: WIP_JOB_SCHEDULE_INTERFACE

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Summary

- These reports solves how to separate the “wheat from the chaff”
- Still need to research the remaining problem WIP jobs
- These SQL reports (WIP Jobs Eligible, WIP Jobs Not Eligible) will help you analyze your WIP jobs (to get these two SQL reports, send email to doug@volzconsulting.com)
- 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

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Appendix – How to Analyze WIP Jobs

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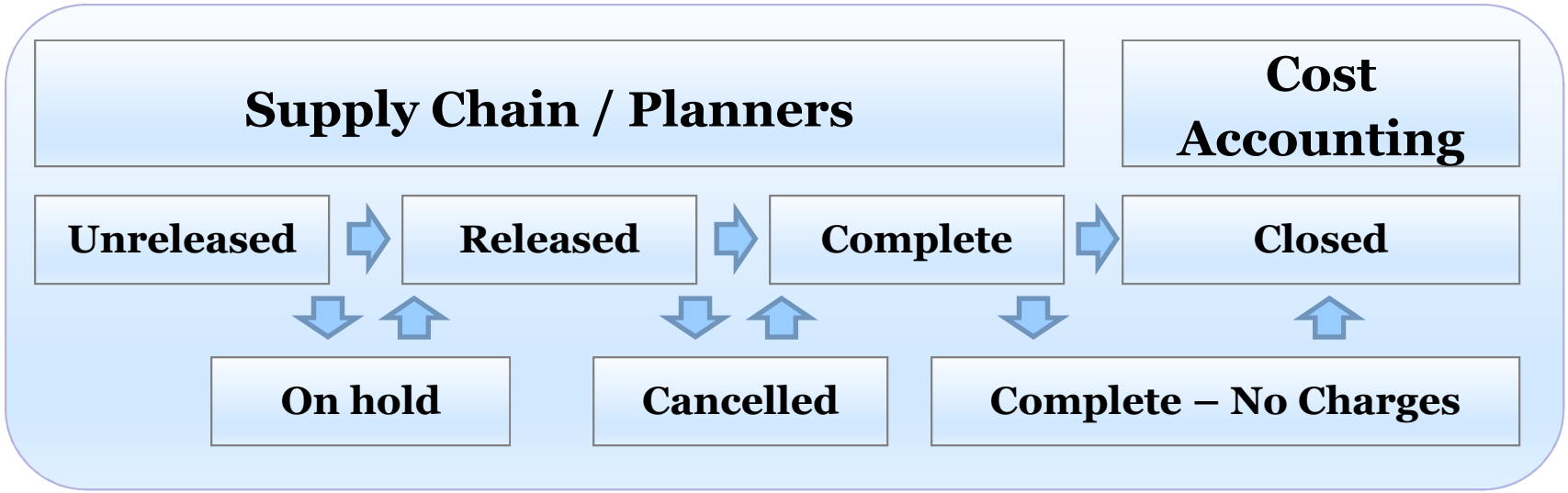
WIP Job Statuses and Process Steps

- 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

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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

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WIP Job Pre-Close Analysis Suggested Steps

- If you have only a small number of jobs:
  - Just run the Oracle Discrete Job Value Report

- If you have a larger number of jobs to review, to save time:
  - Custom WIP Account Summary Report
  - Custom WIP Component Value Report to find usage variances
  - Custom WIP Resource Efficiency Report to find efficiency variances
  - Follow up with any further questions using the WIP inquiries or the Oracle Discrete Job Value Report

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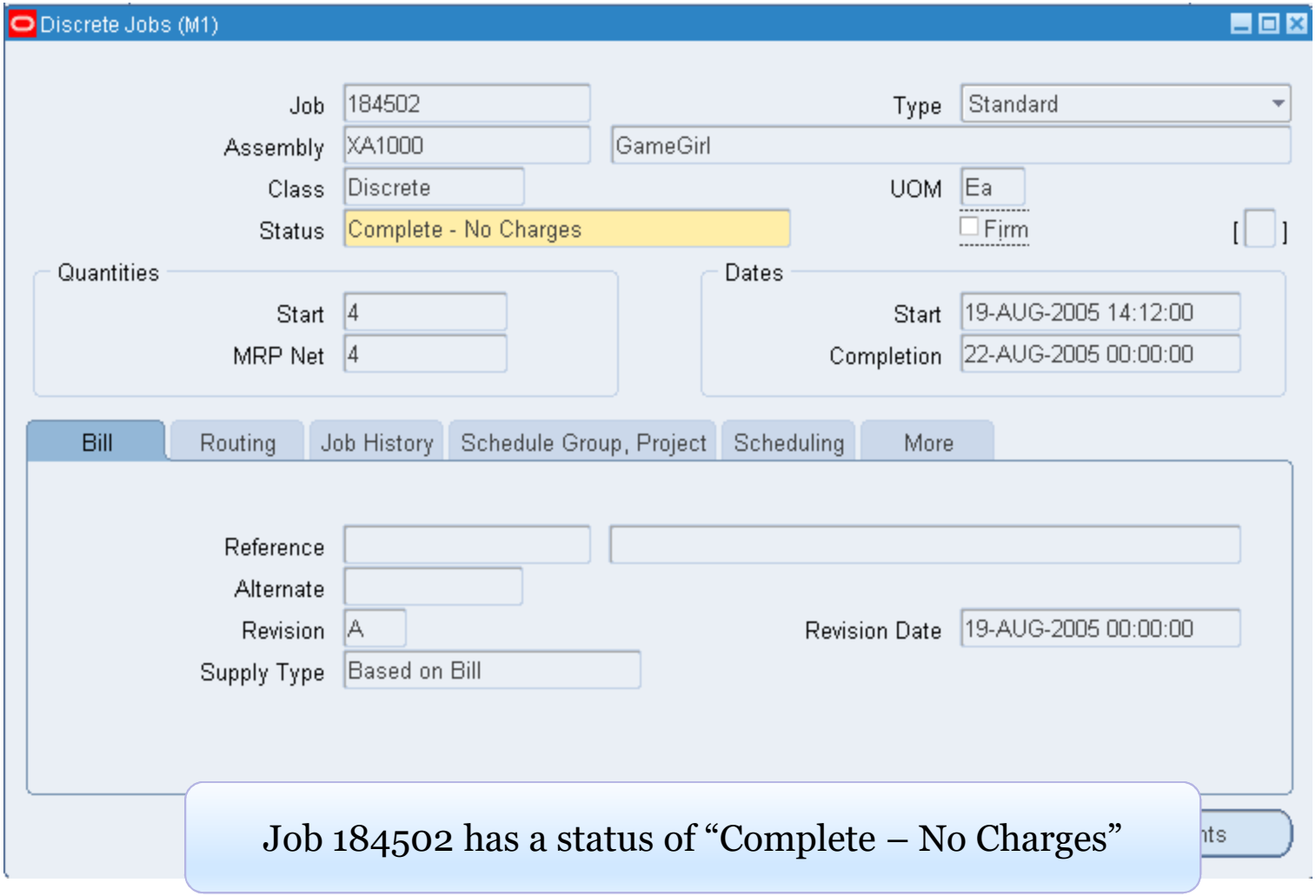
Example Job Analysis

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



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

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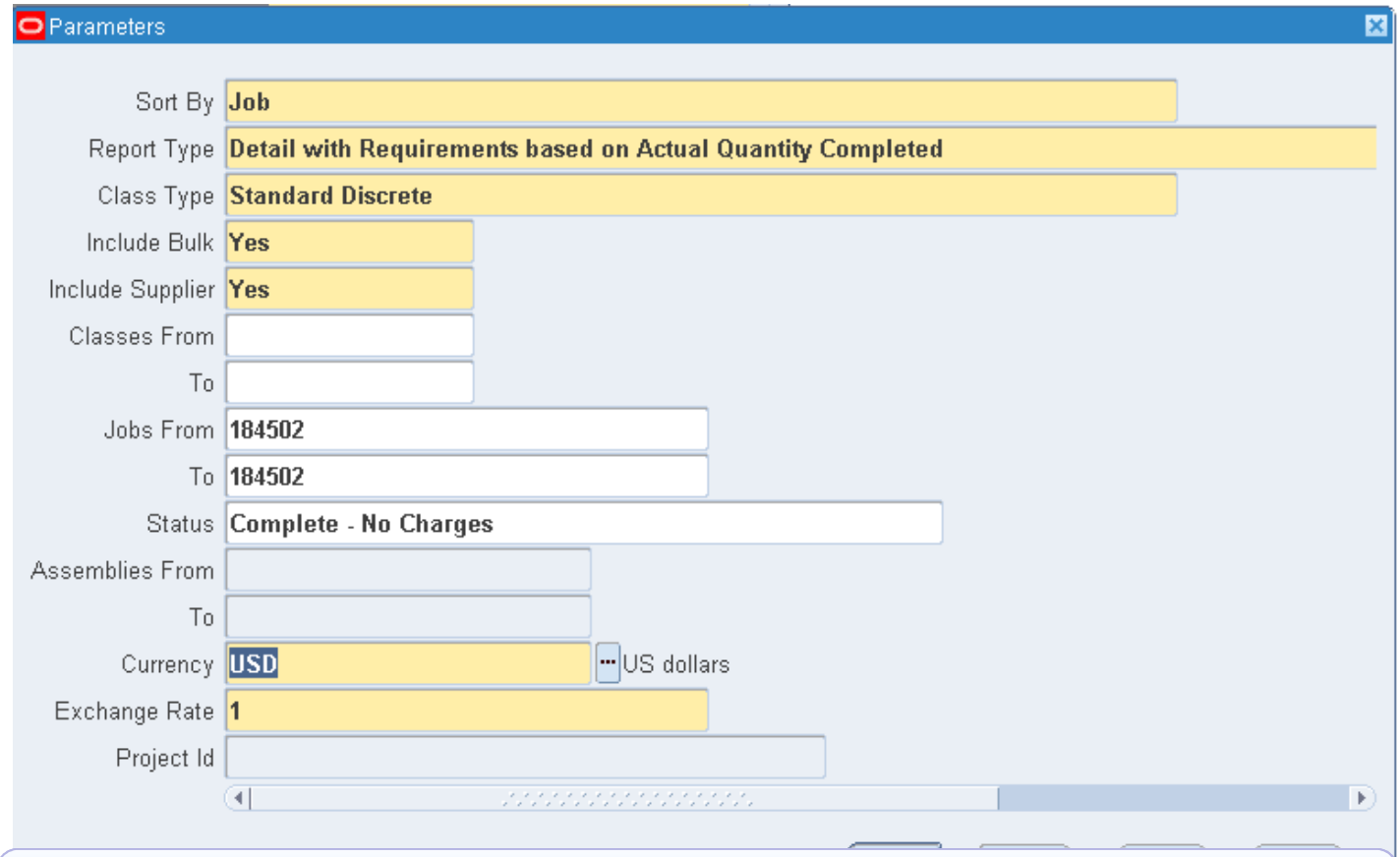
Oracle Discrete Job Value Report

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



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

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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
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 Board	Assembly	Ea	11	3.00	3.00	7.05	7.05	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
XC1104	RAM	Assembly	Ea	11	3.00	3.00	20.10	20.10	0.00
XC1105	Diode	Assembly	Ea	11	18.00	18.00	2.52	2.52	0.00
XC1106	Label	Assembly	Ea	11	3.00	3.00	0.45	0.45	0.00
XC1107	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 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>
Total Job Balance:				59.40

Material usage variances

Resource efficiency variances

Question: What is stopping you from closing this job?

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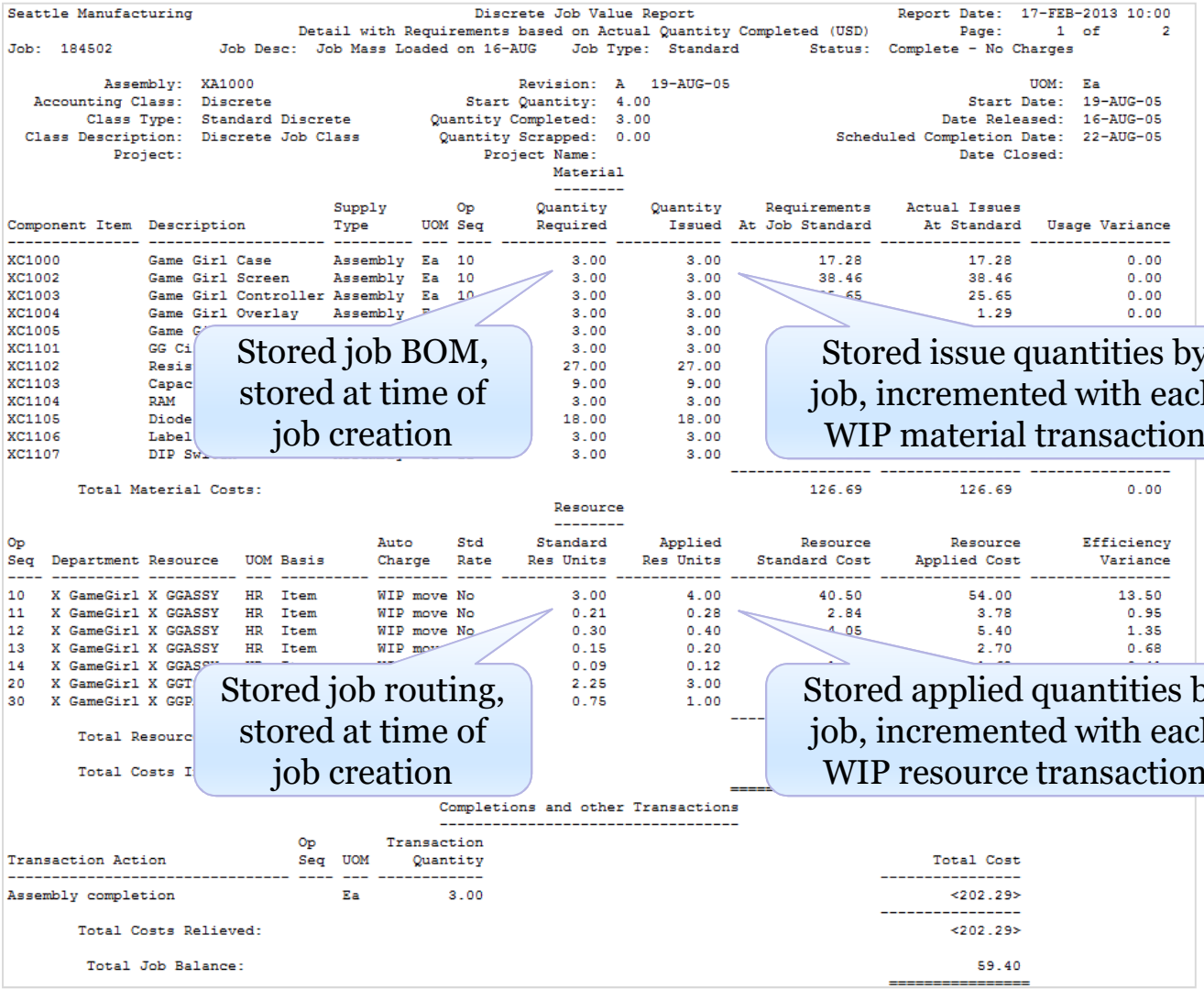
How Does This Report Work?

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
                                 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
                                                                 --------
                                     Supply        Op       Quantity     Quantity     Requirements    Actual Issues
Component Item  Description          Type      UOM Seq      Required       Issued  At Job Standard      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            [illegible]65            25.65             0.00
XC1004          Game Girl Overlay    Assembly  [illegible]     3.00         3.00                             1.29             0.00
XC1005          Game G[illegible]                              3.00         3.00
XC1101          GG Ci[illegible]                               3.00         3.00
XC1102          Resis[illegible]                              27.00        27.00
XC1103          Capac[illegible]                               9.00         9.00
XC1104          RAM                                            3.00         3.00
XC1105          Diode[illegible]                              18.00        18.00
XC1106          Label[illegible]                               3.00         3.00
XC1107          DIP Sw[illegible]                              3.00         3.00
                                                                                 ---------------- ---------------- ----------------
        Total Material Costs:                                                              126.69           126.69             0.00
                                                                 Resource
                                                                 --------
Op                                          Auto     Std      Standard      Applied        Resource         Resource       Efficiency
Seq  Department Resource   UOM Basis        Charge   Rate    Res Units    Res Units   Standard Cost     Applied Cost         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             [illegible]05             5.40             1.35
13   X GameGirl X GGASSY   HR  Item       WIP mov[illegible]   0.15         0.20                             2.70             0.68
14   X GameGirl X GGAS[illegible]                              0.09         0.12
20   X GameGirl X GGT[illegible]                               2.25         3.00
30   X GameGirl X GGP[illegible]                               0.75         1.00
                                                                                 ----
        Total Resourc[illegible]

        Total Costs I[illegible]                                                 ====
                                                  Completions and other Transactions
                                                  ----------------------------------
                                   Op        Transaction
Transaction Action                Seq  UOM     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

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Custom WIP Account Value Report

WIP Account Value Report			Parameters:		Ledger:		%					
Run Date: 17-Feb-2013 14:12 PM					Period Name:		13-Feb					
Ledger	Operating Unit	Org Code	Period Name	Co	Dept	Acct	Sub-Acct	Prod	WIP Class	Class Type	WIP Job	Job Status
Vision Operations (U	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	179277	Complete
Vision Operations (U	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	183802	Complete
Vision Operations (U	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	184002	Complete
Vision Operations (U	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	184202	Complete
Vision Operations (U	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	184502	Complete - No Charges
Vision Operations (U	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	184525	Complete

Date Completed	Date Closed	Start Quantity	Quantity Completed	Quantity Scrapped	Total Quantity	Item Number	Item Description	Curr Code	WIP Costs In	WIP Costs Out	WIP Relief	WIP Value
1-Jul-05		140.0	140.0	0.0	140.0	XA1000	GameGirl	USD	10,637.20	9,440.20	0.00	1,197.00
8-Aug-05		104.0	104.0	0.0	104.0	XA1000	GameGirl	USD	7,901.92	7,012.72	0.00	889.20
8-Aug-05		20.0	20.0	0.0	20.0	XA1000	GameGirl	USD	1,519.60	1,348.60	0.00	171.00
22-Aug-05		149.0	149.0	0.0	149.0	XA1000	GameGirl	USD	11,321.04	10,047.07	0.00	1,273.97
17-Feb-13		4.0	3.0	0.0	3.0	XA1000	GameGirl	USD	261.69	202.29	0.00	59.40
18-Aug-05		50.0	50.0	0.0	50.0	XA1000	GameGirl	USD	3,799.00	3,371.50		427.50

This variance ties back to the Oracle Discrete Job 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

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Custom WIP Component Value Report

ICP WIP Component Value Report | Parameters: | Period Name: Feb-13
Run date: 17-Feb-2013 18:30

Ledger	Operating Unit	Org Code	Period Name	Co	Dept	Acct	Sub-Acct	Prod	WIP Class	Class Type	WIP Job	Job Status	Date Completed	Date Closed	Last Updated	Start Quantity	FG Quantity Completed	FG Quantity Scrapped
Vision Operations (US	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discre	184202	Complete	22-Aug-05		22-Aug-05	149.0	149.0	0.0
Vision Operations (US	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discre	184202	Complete	22-Aug-05		22-Aug-05	149.0	149.0	0.0
Vision Operations (US	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discre	184202	Complete	22-Aug-05		22-Aug-05	149.0	149.0	0.0
Vision Operations (US	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discre	184502	Complete - No Charges	17-Feb-13		17-Feb-13	4.0	3.0	0.0
Vision Operations (US	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discre	184502	Complete - No Charges	17-Feb-13		17-Feb-13	4.0	3.0	0.0
Vision Operations (US	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discre	184502	Complete - No Charges	17-Feb-13		17-Feb-13	4.0	3.0	0.0
Vision Operations (US	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discre	184502	Complete - No Charges	17-Feb-13		17-Feb-13	4.0	3.0	0.0

Total FG Quantity	FG Item Number	FG Description	Component Item Number	Component Description	Curr Code	Gross Item Cost	ICP Item Cost	UOM Code	Quantity Per FG	Total Req Quantity	Quantity Issued	Est. Quantity Left in WIP	Gross Matl Usage Var.	ICP in WIP	Net Matl Usage Var.
149.0	XA1000	GameGirl	XC1105	Diode	USD	0.1400	0.0000	Ea	6.0	894.0	894.0	0.0	0.00	0.00	0.00
149.0	XA1000	GameGirl	XC1106	Label	USD	0.1500	0.0000	Ea	1.0	149.0	149.0	0.0	0.00	0.00	0.00
149.0	XA1000	GameGirl	XC1107	DIP Switch	USD	2.1000	0.0000	Ea	1.0	149.0	149.0	0.0	0.00	0.00	0.00
3.0	XA1000	GameGirl	XC1000	Game Girl Case	USD	5.7600	0.0000	Ea	1.0	3.0	3.0	0.0	0.00	0.00	0.00
3.0	XA1000	GameGirl	XC1002	Game Girl Screen	USD	12.8200	0.0000	Ea	1.0	3.0	3.0	0.0	0.00	0.00	0.00
3.0	XA1000	GameGirl	XC1003	Game Girl Controller	USD	8.5500	0.0000	Ea	1.0	3.0	3.0	0.0	0.00	0.00	0.00
3.0	XA1000	GameGirl	XC1004	Game Girl Overlay	USD	0.4300	0.0000	Ea	1.0	3.0	3.0	0.0	0.00	0.00	0.00
3.0	XA1000	GameGirl	XC1005	Game Girl Package	USD	2.1400	0.0000	Ea	1.0	3.0	3.0	0.0	0.00	0.00	0.00
3.0	XA1000	GameGirl	XC1101	GG Circuit Board	USD	2.3500	0.0000	Ea	1.0	3.0	3.0	0.0	0.00	0.00	0.00
3.0	XA1000	GameGirl	XC1102	Resistor	USD	0.0200	0.0000	Ea	9.0	27.0	27.0	0.0	0.00	0.00	0.00
3.0	XA1000	GameGirl	XC1103	Capacitor	USD	0.0700	0.0000	Ea	3.0	9.0	9.0	0.0	0.00	0.00	0.00
3.0	XA1000	GameGirl	XC1104	RAM	USD	6.7000	0.0000	Ea	1.0	3.0	3.0	0.0	0.00	0.00	0.00
3.0	XA1000	GameGirl	XC1105	Diode	USD	0.1400	0.0000	Ea	6.0	18.0	18.0	0.0	0.00	0.00	0.00
3.0	XA1000	GameGirl	XC1106	Label	USD	0.1500	0.0000	Ea	1.0	3.0	3.0	0.0	0.00	0.00	0.00
3.0	XA1000	GameGirl	XC1107	DIP Switch	USD	2.1000	0.0000	Ea	1.0	3.0	3.0	0.0	0.00		0.00

These variances tie back to the Oracle Discrete Job Value Report

For open WIP jobs, use this report to quickly scan your material usage variances as well as ICP/PII included in the open WIP job balances

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Custom Resource Efficiency Report

WIP Resource Efficiency Report				Parameters:			Ledger: %		Period Name:										
Run date: 17-Feb-2013 13:58							Report Open Jobs: Yes												
Ledger	Operating Unit	Org Code	Period Name	Co	Dept	Acct	Sub-Acct	Prod	WIP Class	Class Type	WIP Job	Job Status	Date Completed	Date Closed	Last Updated	Start Quantity	FG Quantity Completed	FG Quantity Scrapped	FG Total Quantity
Vision Operati	Vision Operat	M1	Feb-13	01	000	1430	0000	150	Discrete	Standard Discrete	184302	Complete	22-Aug-05		22-Aug-05	194.0	194.0	0.0	194.0
Vision Operati	Vision Operat	M1	Feb-13	01	000	1430	0000	150	Discrete	Standard Discrete	184302	Complete	22-Aug-05		22-Aug-05	194.0	194.0	0.0	194.0
Vision Operati	Vision Operat	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	184502	Complete - No Charges	17-Feb-13		17-Feb-13	4.0	3.0	0.0	3.0
Vision Operati	Vision Operat	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	184502	Complete - No Charges	17-Feb-13		17-Feb-13	4.0	3.0	0.0	3.0
Vision Operati	Vision Operat	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	184502	Complete - No Charges	17-Feb-13		17-Feb-13	4.0	3.0	0.0	3.0
Vision Operati	Vision Operat	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	184502	Complete - No Charges	17-Feb-13		17-Feb-13	4.0	3.0	0.0	3.0
Vision Operati	Vision Operat	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	184502	Complete - No Charges	17-Feb-13		17-Feb-13	4.0	3.0	0.0	3.0
Vision Operati	Vision Operat	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	184502	Complete - No Charges	17-Feb-13		17-Feb-13	4.0	3.0	0.0	3.0
Vision Operati	Vision Operat	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	184502	Complete - No Charges	17-Feb-13		17-Feb-13	4.0	3.0	0.0	3.0

FG Item Number	FG Description	OSP Item Number	OSP Description	PO Number	PO Line	PO Rel	Op Seq Num	Res Seq Num	Resource Code	Curr Code	Basis Type	PO Unit Price	Frozen Res Costs	Quantity Per FG	Total Req Quantity	Quantity Applied	Applied Res. Value	Quantity Variance	Res. Efficiency at Curr. Std
XA6000	Lite Desktop						10	10	X DTASSY	USD	Item		24.5000	5.0	970.0	970.0	23,765.00	0.0	0.00
XA6000	Lite Desktop						30	10	X DTPACK	USD	Item		15.0000	1.5	291.0	291.0	4,365.00	0.0	0.00
XA1000	GameGirl						13	13	X GGASSY	USD	Item		13.5000	0.1	0.2	0.2	2.70	(0.1)	(0.68)
XA1000	GameGirl						20	10	X GGTST	USD	Item		19.0000	0.8	2.3	3.0	57.00	(0.8)	(14.25)
XA1000	GameGirl						30	10	X GGPACK	USD	Item		10.5000	0.3	0.8	1.0	10.50	(0.3)	(2.63)
XA1000	GameGirl						14	14	X GGASSY	USD	Item		13.5000	0.0	0.1	0.1	1.62	(0.0)	(0.41)
XA1000	GameGirl						10	10	X GGASSY	USD	Item		13.5000	1.0	3.0	4.0	54.00	(1.0)	(13.50)
XA1000	GameGirl						11	11	X GGASSY	USD	Item		13.5000	0.1	0.2	0.3	3.78	(0.1)	(0.95)
XA1000	GameGirl						12	12	X GGASSY	USD	Item		13.5000	0.1	0.3	0.4	5.40	(0.1)	(1.35)

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.

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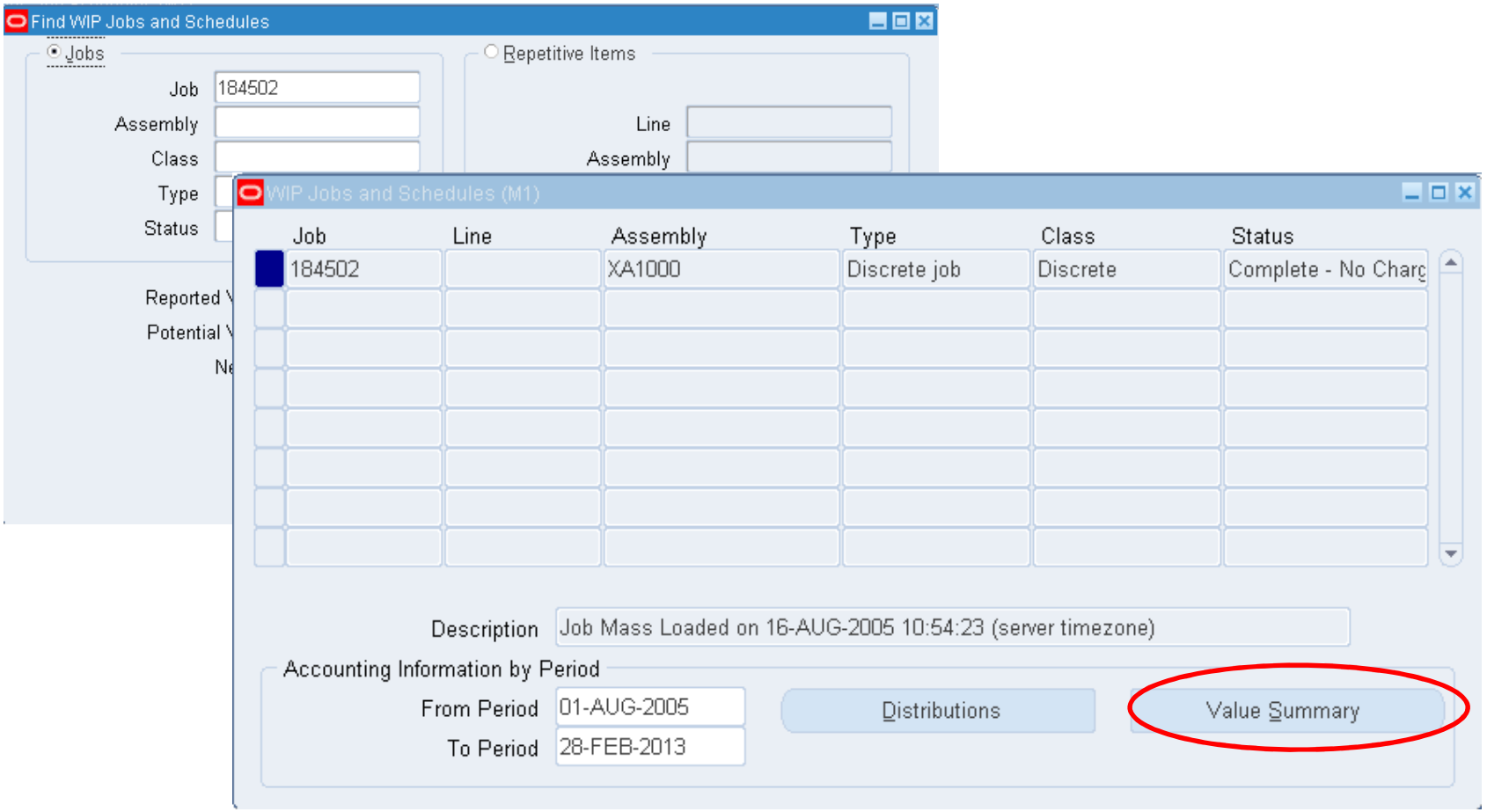
WIP Value Summary

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

- Good Summary and Drill Down by Job



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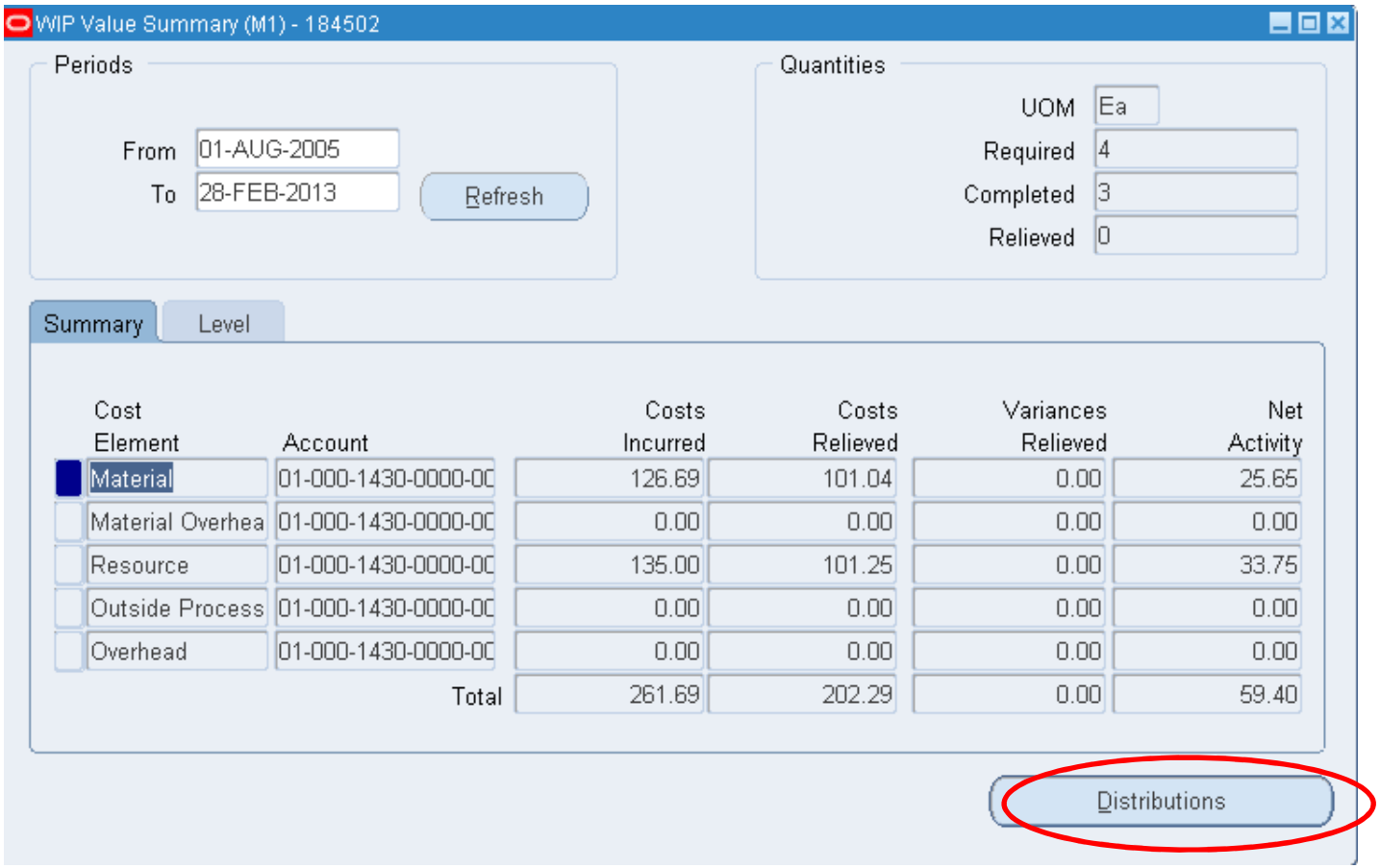
WIP Value Summary

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

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



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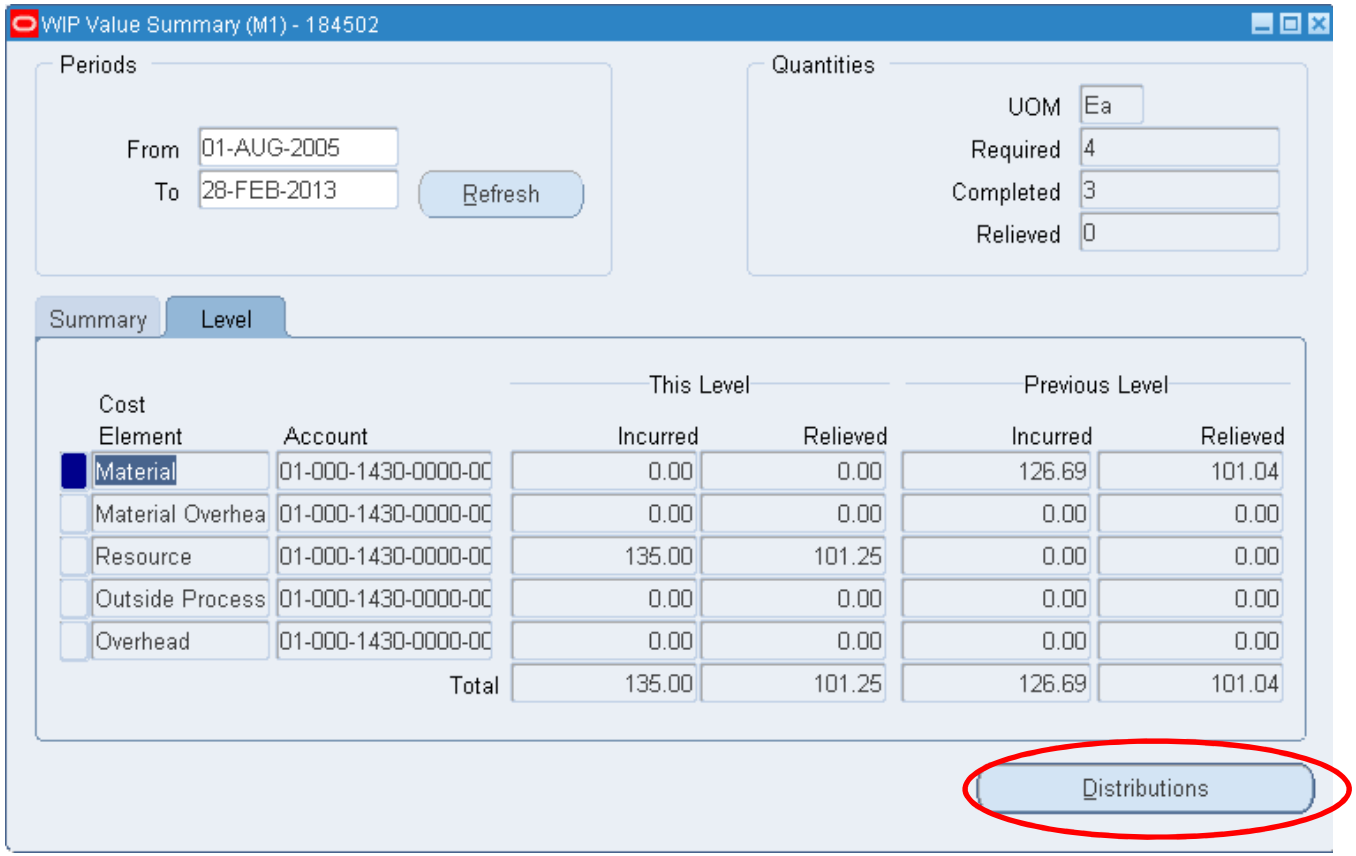
WIP Value Summary

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

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



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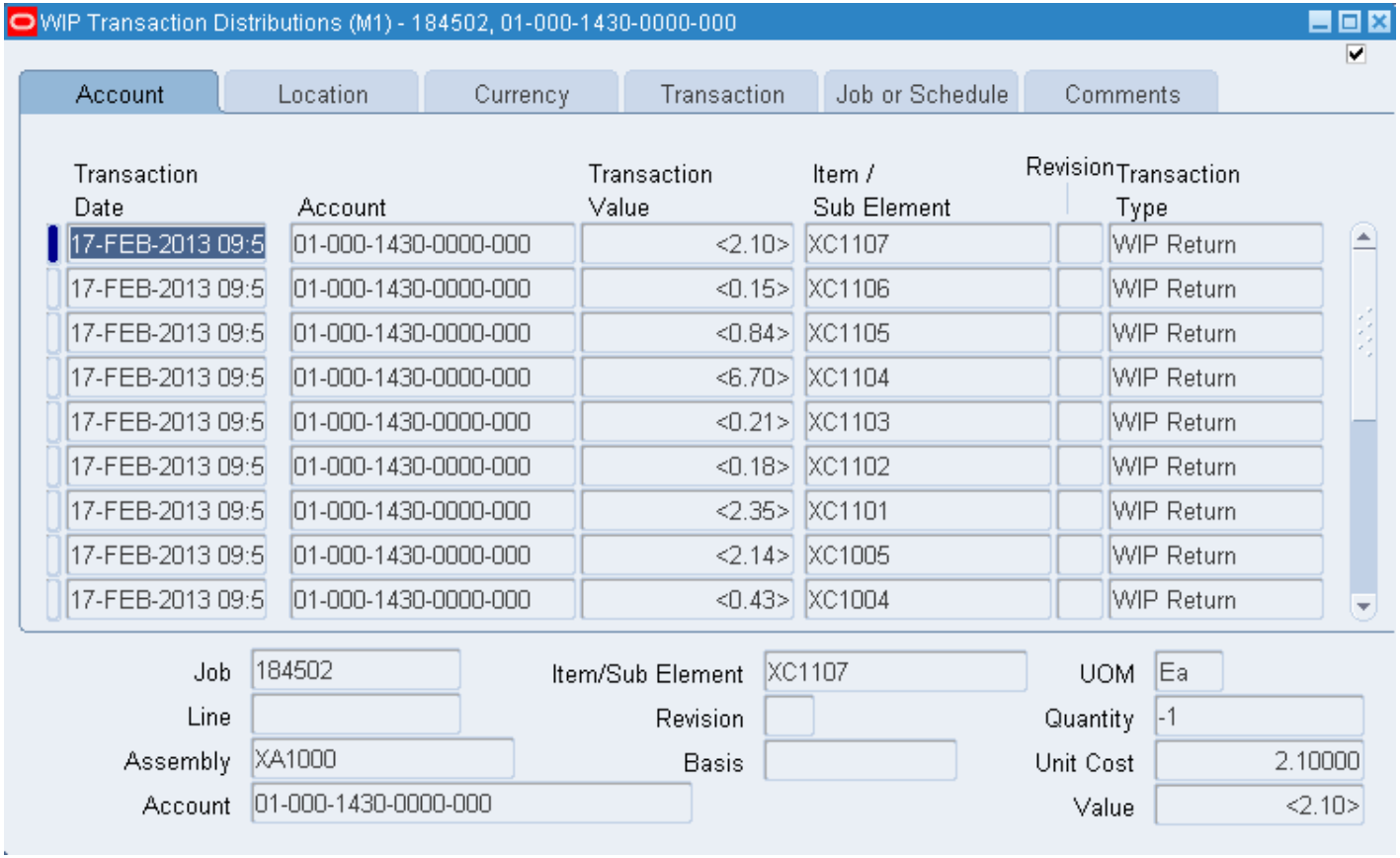
WIP Value Summary

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

This query screen only shows you the WIP accounting entries, not inventory



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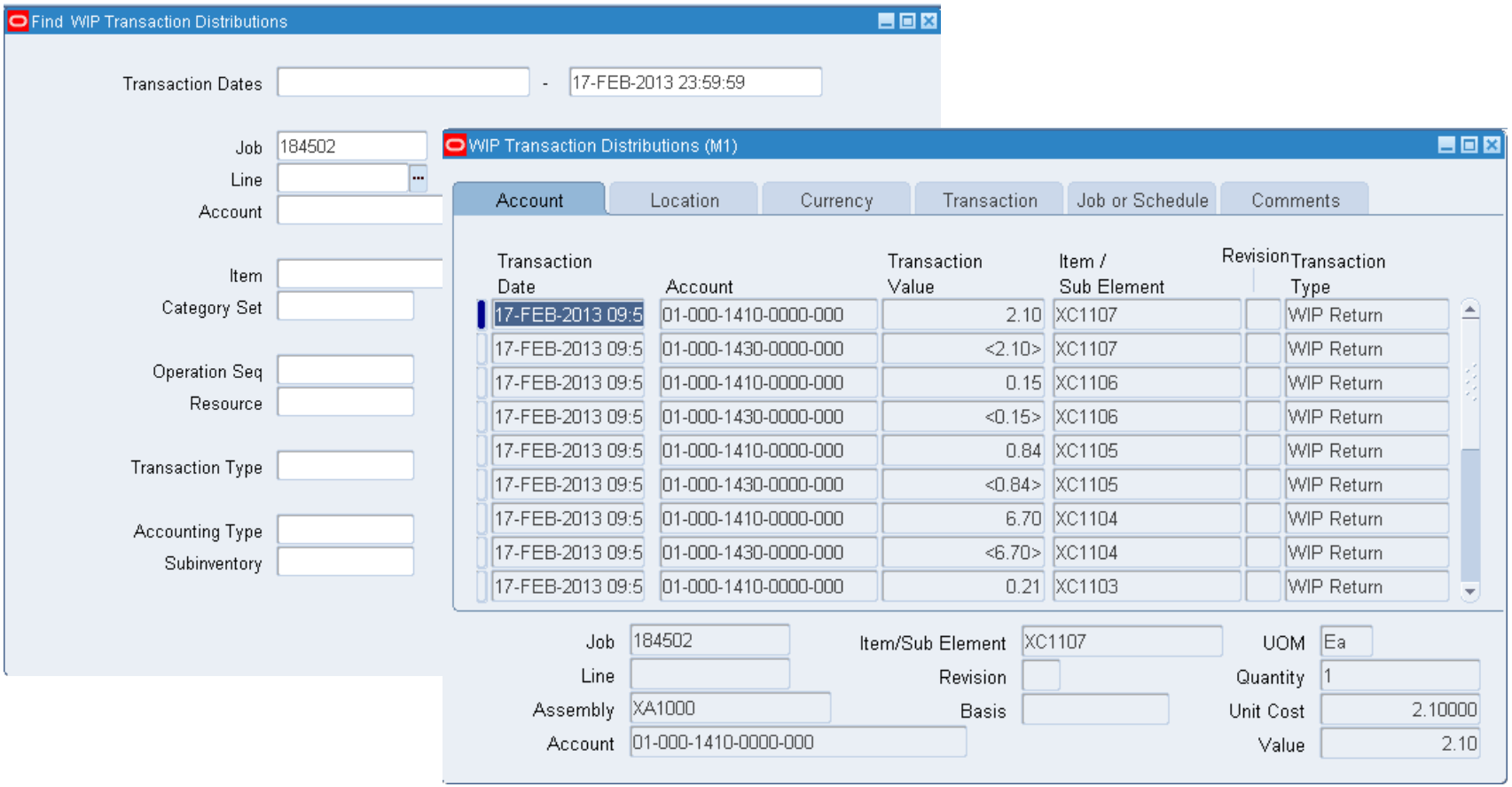
All WIP Transactions

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

- See all WIP Transactions Using One Screen or Form



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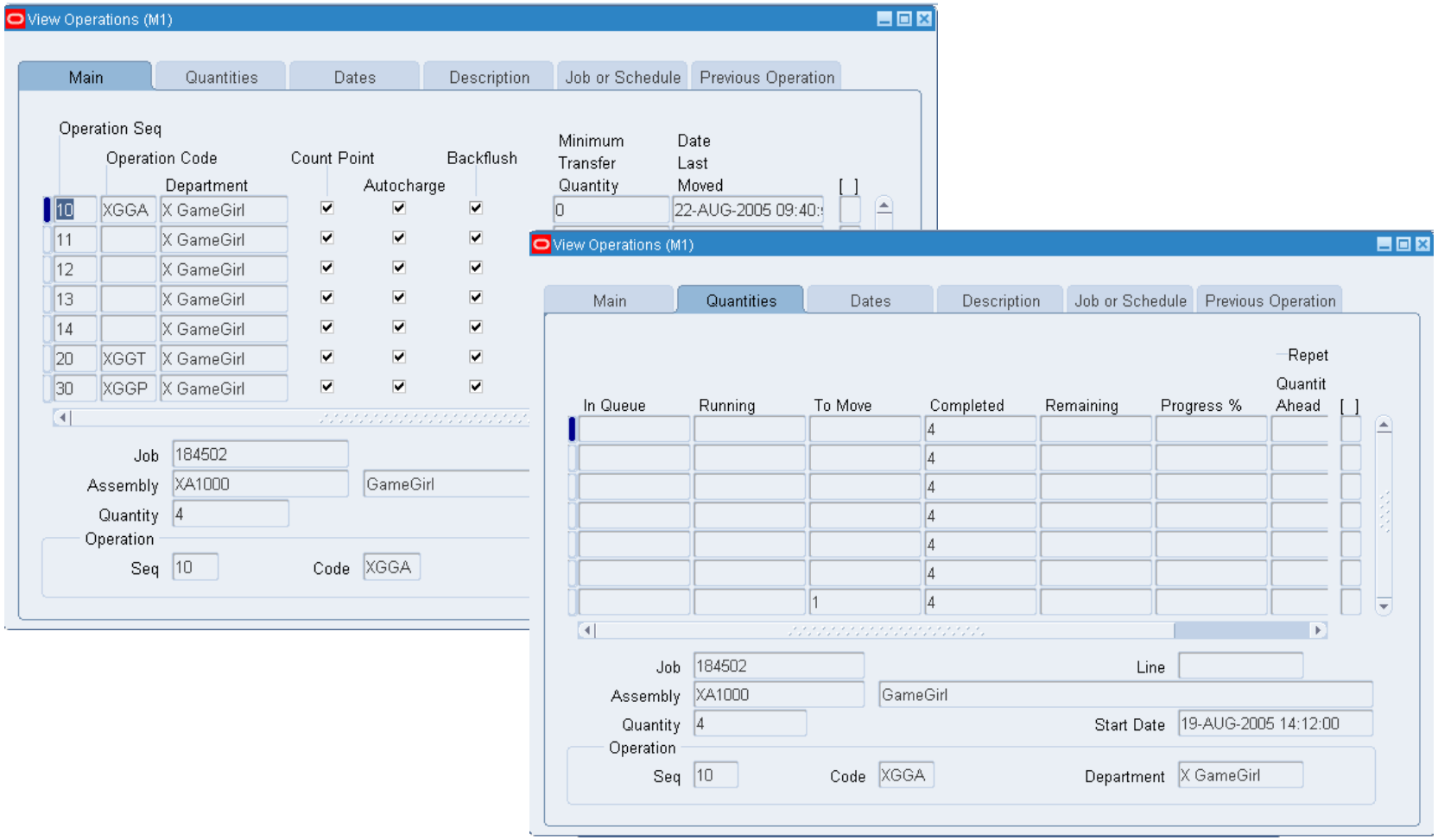
WIP Operational Analysis - Operations

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



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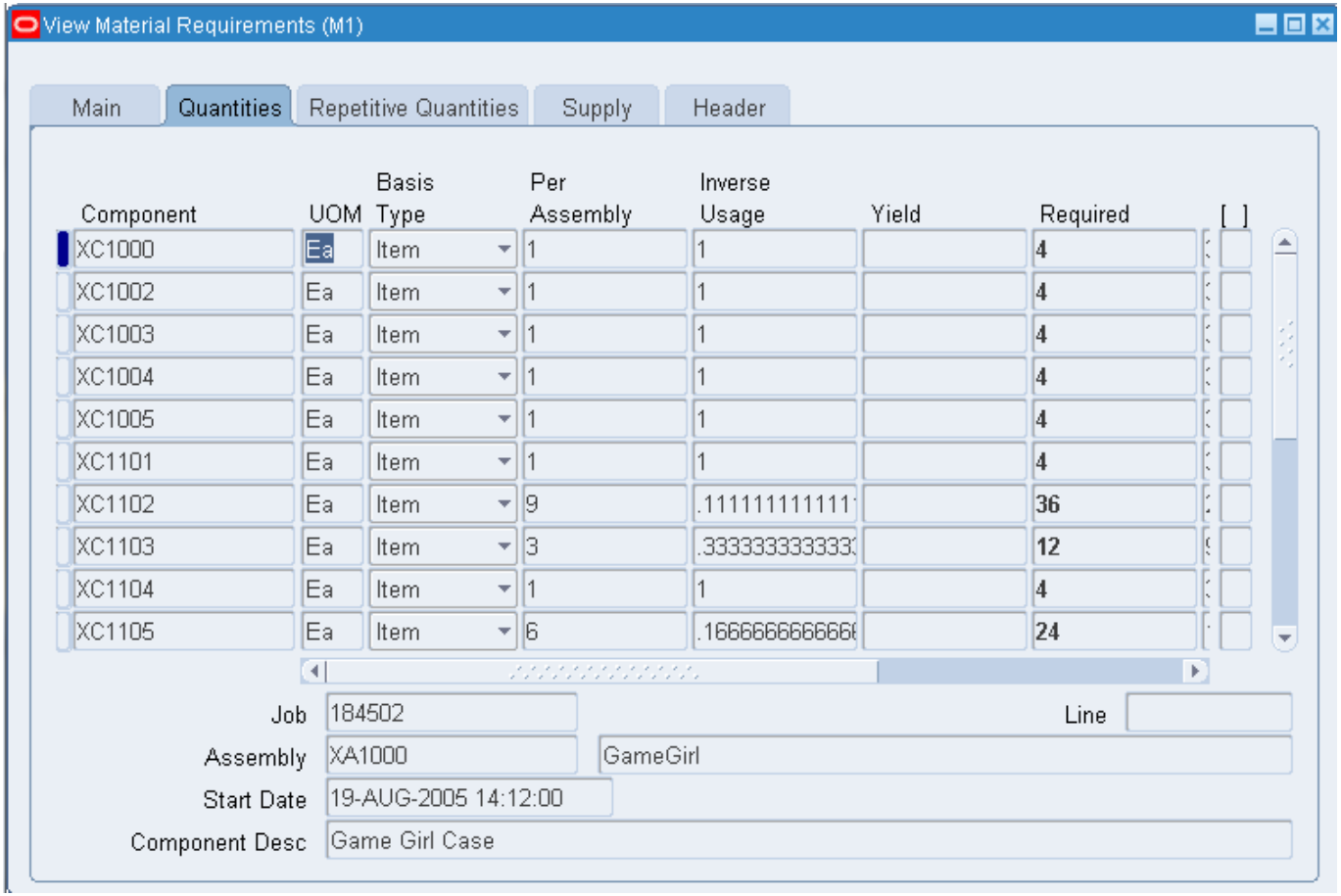
WIP Operational Analysis – Material Requirements

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



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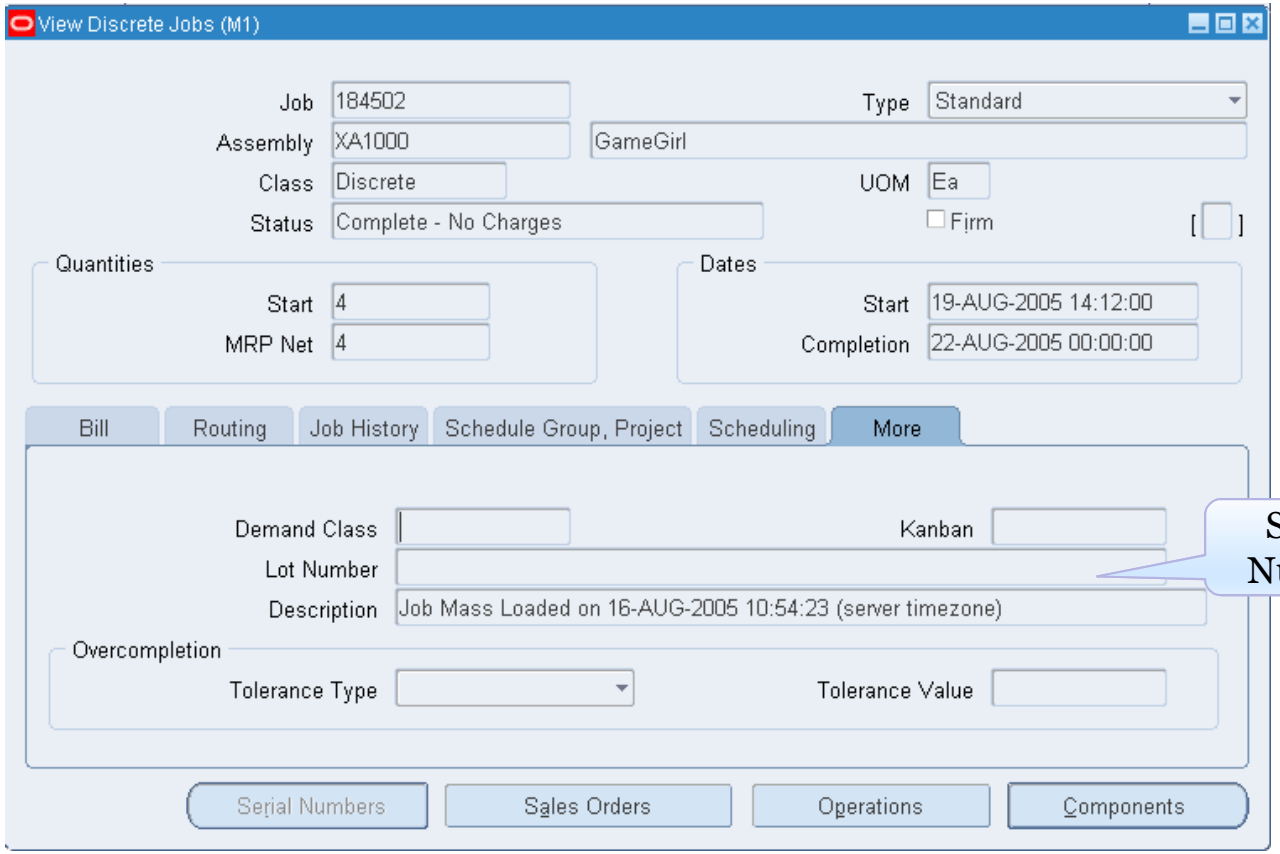
WIP Operational Analysis – View Discrete Jobs

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



See the Lot Number here

Operations and Components buttons are the same as prior slides

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What is Wrong Here? Closed Job Variance Example

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

Seattle Manufacturing — Report Date: 11-OCT-2015 14:32

Discrete Job Value Report — Page: 872 of 3897

Detail with Requirements based on Actual Quantity Completed (USD)

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	UOM	Op 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

Material usage variance is zero

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	GGTST	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

Resource efficiency variance is zero

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>

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

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What is Wrong Here? Closed Job Variance Example

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

Seattle Manufacturing — Report Date: 11-OCT-2015 14:32 — Page: 873 of 3897

Discrete Job Value Report
Detail with Requirements based on Actual Quantity Completed (USD)

Sort by: Job

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 really zero, 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

Configuration and methods variances

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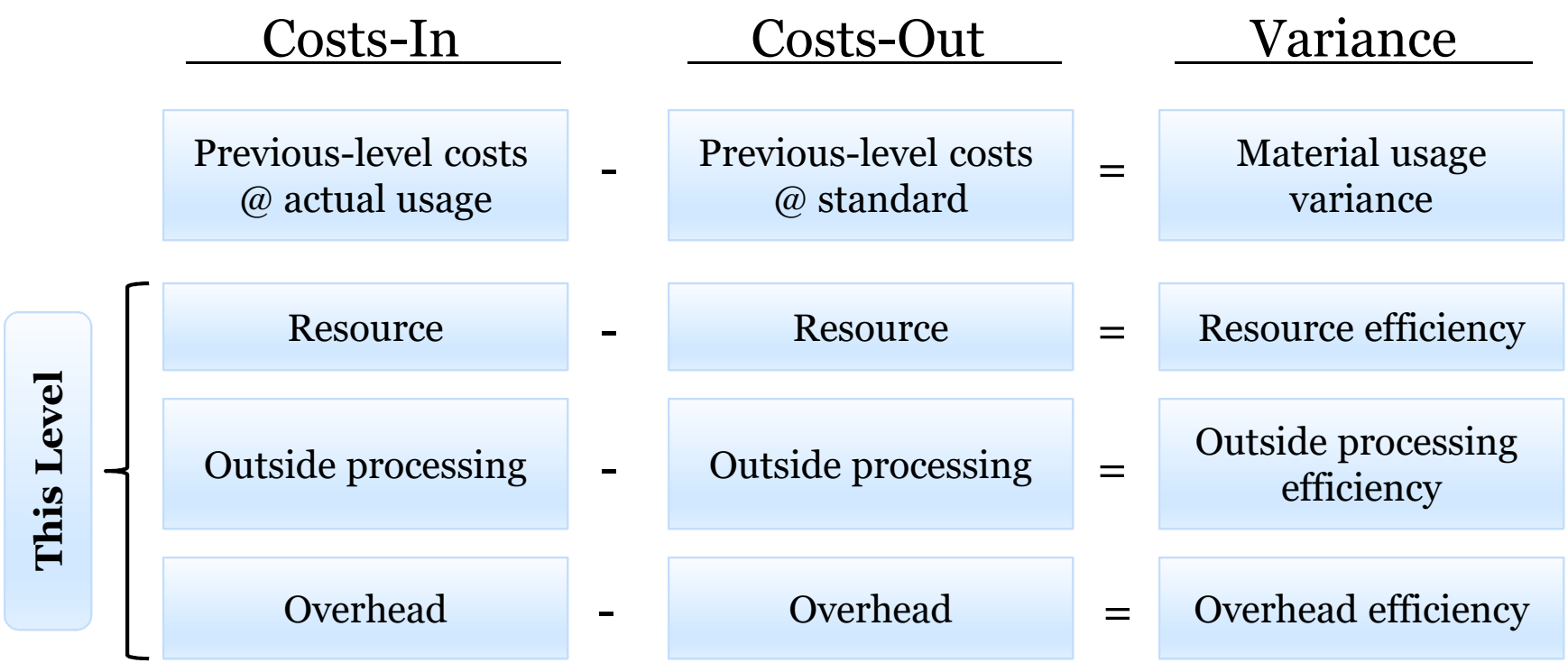
Work In Process



Based on Job BOM and Routing

Sources of:

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

Sources of:

- WIP completions @ standard rolled up costs

Based on rolled up BOM and Routing

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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
                                                  Discrete Job Value Report                                   Page:    502  of    3897
                                Detail with Requirements based on Actual Quantity Completed (USD)
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
                                                                 --------
                                      Supply        Op       Quantity     Quantity     Requirements    Actual Issues
Component Item  Description           Type      UOM Seq      Required       Issued  At Job Standard      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                                          Auto     Std      Standard      Applied         Resource         Resource       Efficiency
Seq  Department Resource   UOM Basis        Charge   Rate    Res Units    Res Units    Standard Cost     Applied Cost         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                                                             Standard      Applied                          Overhead       Efficiency
Seq  Department Overhead   Basis                            Basis Factor Basis Factor    Standard Cost     Applied Cost         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

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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
Discrete Job Value Report — Page: 503 of 3897
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>

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

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

Zero variances

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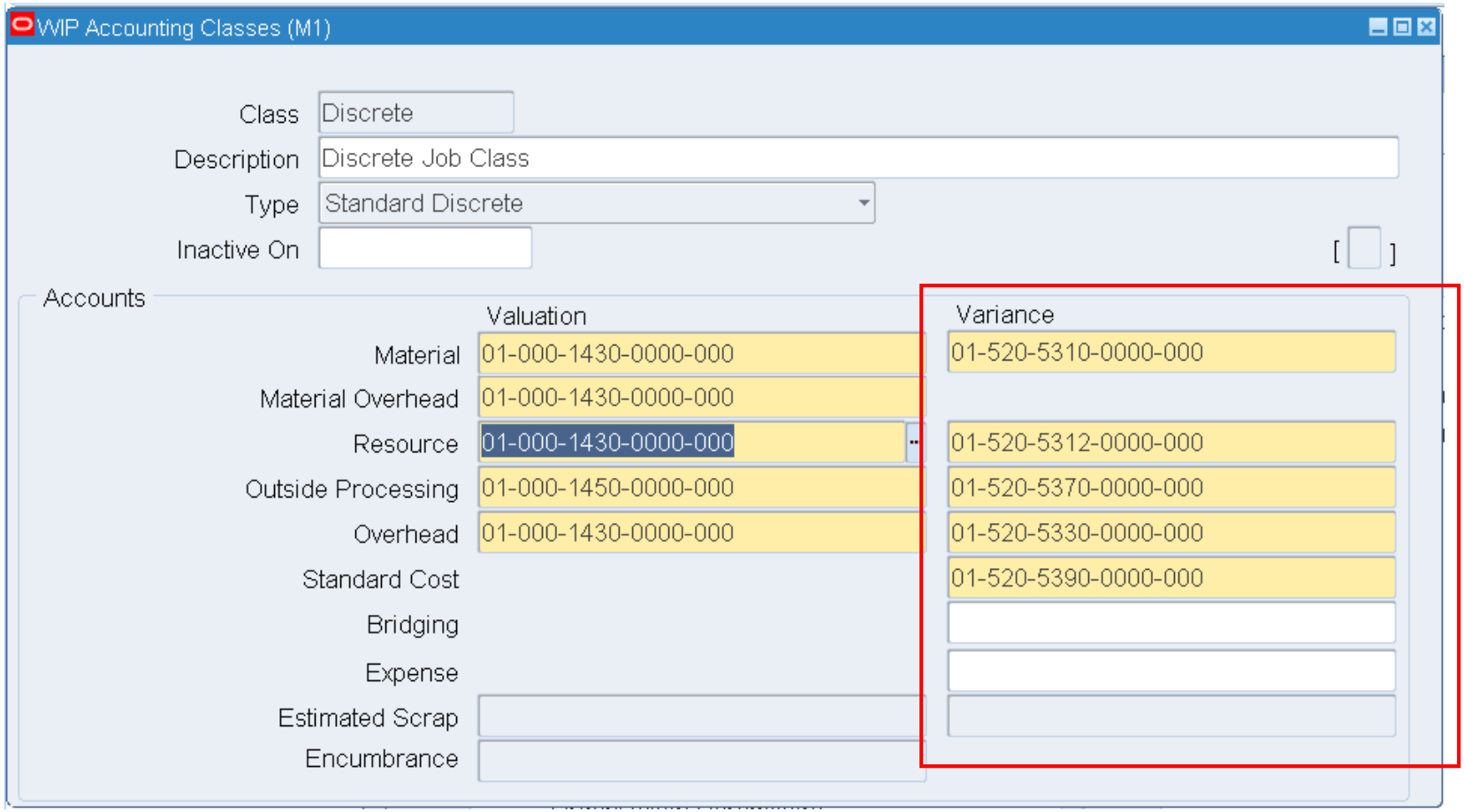
WIP Accounting Classes

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



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Any Questions?

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