

# You Can Close Thousands of Discrete Jobs Safely Each Month!

OAUG Cost Mgmt SIG Webinar October 16, 2018

## 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

# 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!)



# Business Solutions – Over 30 Presentations

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

## **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:**

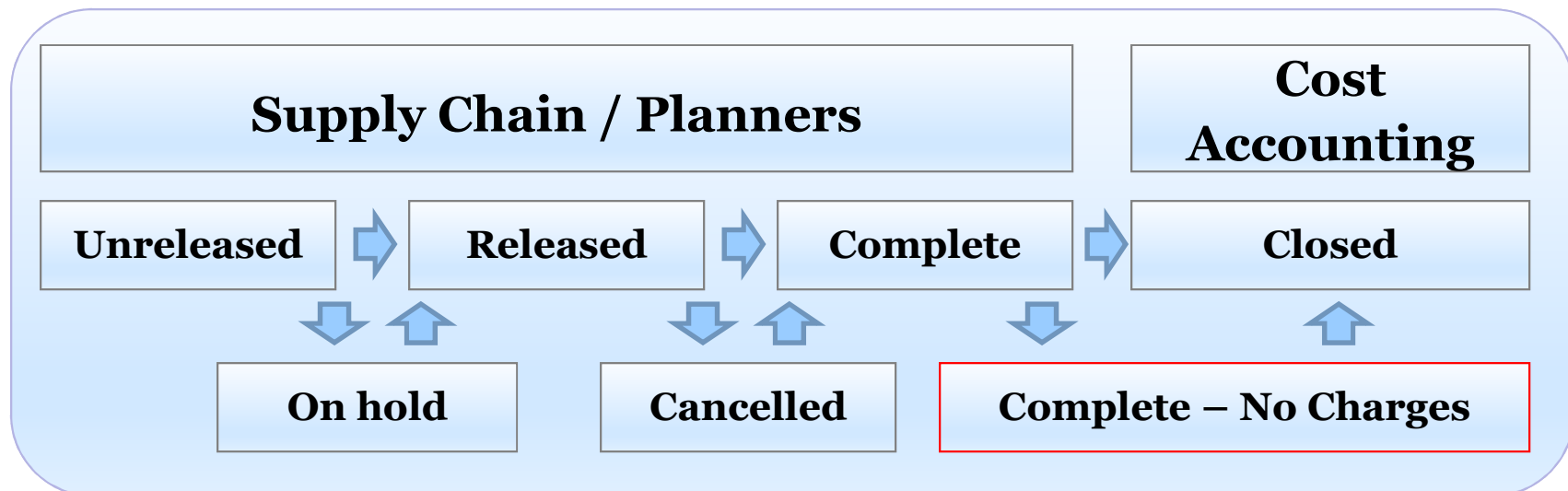
- Cost Allocations: Different Ways to Use Oracle EBS Cost Elements, Sub-Elements and Cost Allocationsds
- Change Management is So Important!
- Don't Forget Your Business Processes! Oracle Can't Do it All for You
- Major Tables & Relationships for Oracle EBS Costing
- What's New in Oracle Release 12 –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

# Overview for Closing Discrete Jobs



## 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 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

## 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

# Example Job Analysis

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

The screenshot shows the Oracle Discrete Jobs (M1) window. The job details are as follows:

Field	Value
Job	184502
Assembly	XA1000
Class	Discrete
Status	Complete - No Charges
Type	Standard
UOM	Ea
Quantities	
Start	4
MRP Net	4
Dates	
Start	19-AUG-2005 14:12:00
Completion	22-AUG-2005 00:00:00
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 the text 'Parameters' and a close button. The main area contains several input fields with labels on the left and values in yellow boxes on the right. The fields are: 'Sort By' with value 'Job', 'Report Type' with value 'Detail with Requirements based on Actual Quantity Completed', 'Class Type' with value 'Standard Discrete', 'Include Bulk' with value 'Yes', 'Include Supplier' with value 'Yes', 'Classes From' and 'To' (both empty), 'Jobs From' and 'To' both with value '184502', 'Status' with value 'Complete - No Charges', 'Assemblies From' and 'To' (both empty), 'Currency' with value 'USD' and a dropdown arrow showing 'US dollars', 'Exchange Rate' with value '1', and 'Project Id' (empty). At the bottom of the window is a horizontal scrollbar.

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	

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: KA1000				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	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

# 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											
-----											
Component Item	Description	Supply Type	Op UOM 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	0.00		
KC1005	Game Girl Case	Assembly	Ea 10	3.00	3.00						
KC1101	GG Chip			3.00	3.00						
KC1102	Resistor			27.00	27.00						
KC1103	Capacitor			9.00	9.00						
KC1104	RAM			3.00	3.00						
KC1105	Diode			18.00	18.00						
KC1106	Label			3.00	3.00						
KC1107	DIP Switch			3.00	3.00						
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		2.70	0.68	
14	X	GameGirl X	GGASSY	HR Item	WIP move No	0.09	0.12				
20	X	GameGirl X	GGT	HR Item	WIP move No	2.25	3.00				
30	X	GameGirl X	GGP	HR Item	WIP move No	0.75	1.00				
Total Resource											
Total Costs											
-----											
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							

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

# Work In Process Variances

	<u>Costs-In</u>		<u>Costs-Out</u>		<u>Variance</u>
	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

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



# WIP Accounting Classes

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

WIP Accounting Classes (M1)

Class: Discrete

Description: Discrete Job Class

Type: Standard Discrete

Inactive On: [ ]

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		

## Typical Requirements for Closing WIP Jobs

## 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

# 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

Pending Transactions (M2) - Feb-12

Number of Transactions

Resolution Required		Resolution Recommended	
Unprocessed Material	0	Pending Receiving	541
Uncosted Material/WSM	26	Pending Material	0
Pending WIP Costing	0	Pending Shop Floor Move	0
Pending WSM interface	0		
Pending LCM Interface	0		

Unprocessed Shipping Transactions

Pending Transactions 0

Resolution  
☒ Required ☐ Recommended

Open Ok

# 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  
 Detail with Requirements based on Actual Quantity Completed (USD)  
 Report Date: 11-OCT-2015 14:32  
 Page: 502 of 3897

Sort by: Job

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

Qty Completed =  
Qty Scheduled

Material									
Component	Item	Description	Supply Type	Op UOM 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

Zero  
variances

							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

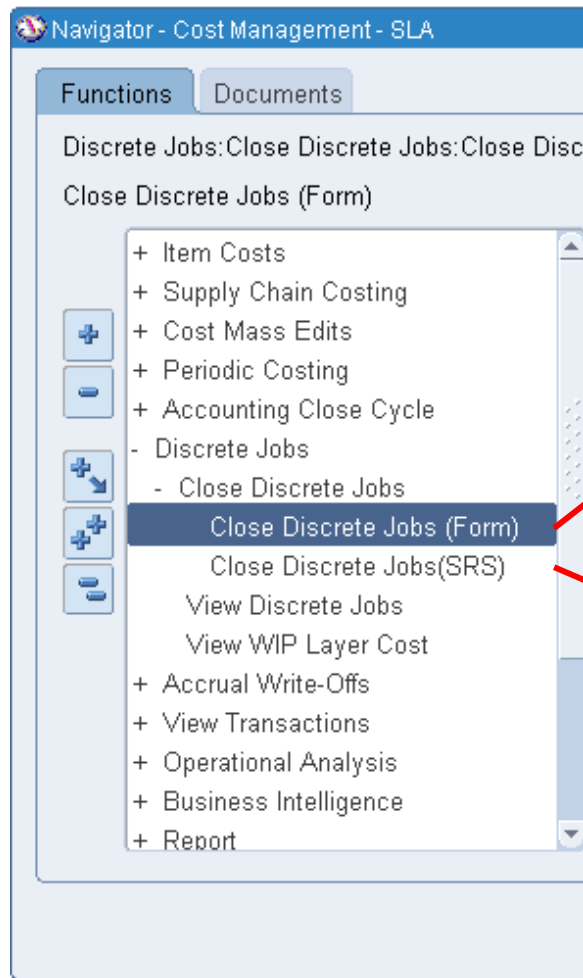
Zero  
variances

				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

## 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 (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**

# WIP Close Discrete Jobs (Form)

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

Navigator - Cost Management - SLA Find Discrete Jobs (M1)

Functions Documents

Discrete Jobs:Close Discrete Jobs:Close  
Close Discrete Jobs (Form)

- + 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

Jobs 184502 - 184502 ...

Type

Assembly

Schedule Group

Build Seqs

Class

Start Dates -

Completion Dates -

Line

Sales Order

Project Number

Task Number

☐ Status

☐ Unreleased ☐ Released

☐ Complete ☐ On Hold

☐ Closed

Clear Find

→ 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)

Close 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

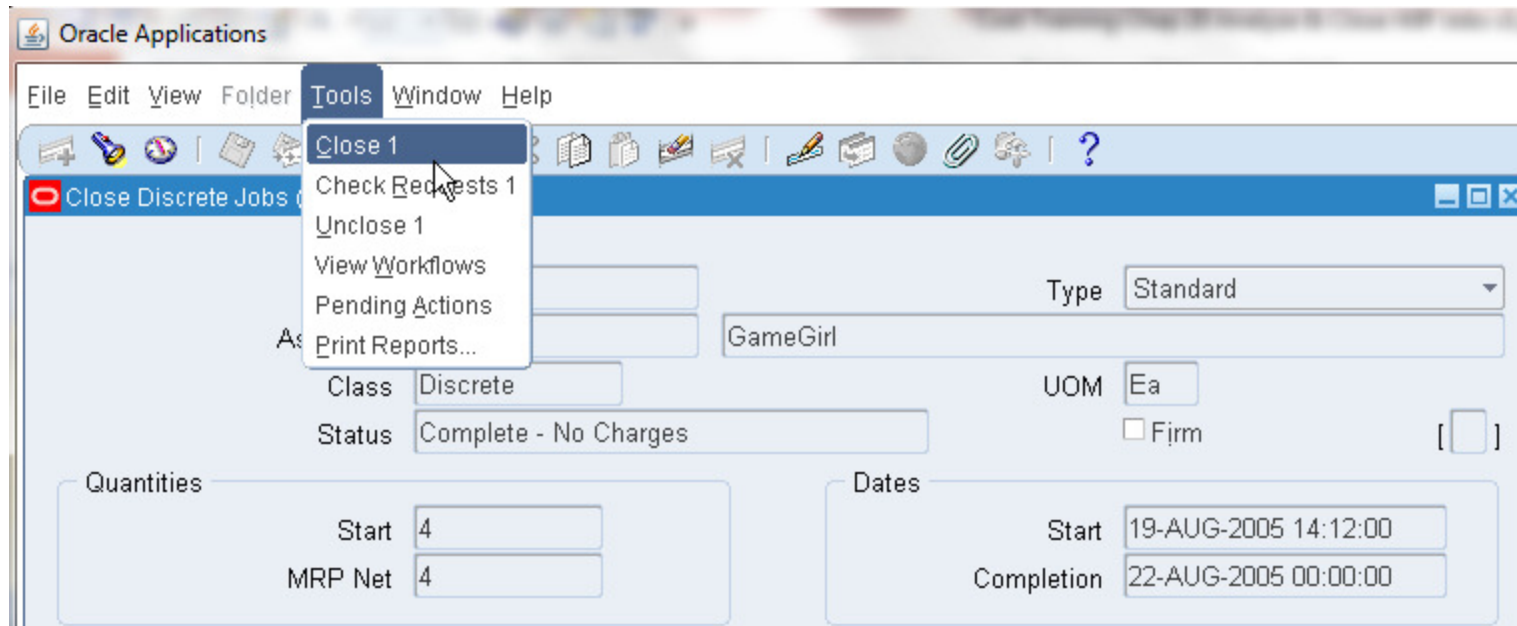
Supply Type: Based on Bill

Serial Numbers    Sales Orders    Operations    Components

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)



The screenshot shows the Oracle Applications interface for the 'Close Discrete Jobs' form. The 'Tools' menu is open, displaying the following options: 'Close 1', 'Check Requests 1', 'Unclose 1', 'View Workflows', 'Pending Actions', and 'Print Reports...'. The form fields are as follows:

Field	Value
Job Name	GameGirl
Type	Standard
Class	Discrete
UOM	Ea
Status	Complete - No Charges
Quantities - Start	4
Quantities - MRP Net	4
Dates - Start	19-AUG-2005 14:12:00
Dates - Completion	22-AUG-2005 00:00:00

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)

The screenshot shows the 'Parameters' window for 'Close Discrete Jobs (SRS)'. The left sidebar lists various functions, with 'Close Discrete Jobs(SRS)' selected. The main area contains several input fields for job parameters. Callouts provide additional context for specific fields:

- Note:** SRS Form automatically defaults a status of Complete – No Charges (points to the Status field).
- Note:** Change this default to Yes (points to the Exclude Reserved Jobs, Exclude Un-Completed Jobs, and Exclude Jobs with Pending Trans fields).
- Optional:** Change this default to Detail using actual completion quantity (points to the Report Type field).
- You can back date the job close to ensure it gets into the correct open period (points to the Actual Close Date field).

Field	Value
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

Buttons: OK, Cancel, Clear, Help

# WIP Close Discrete Jobs Submission

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

Both the SRS and Form use the same programs

The screenshot shows the 'Requests' window with a table of requests. The table has columns: Request ID, Name, Parent, Phase, Status, and Parameters. Two requests are listed: 5839772 (Discrete Job Value Report) and 5839770 (Close Discrete Jobs). Both have a status of 'Normal'.

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"

## Automated Solution to Closing Jobs Safely

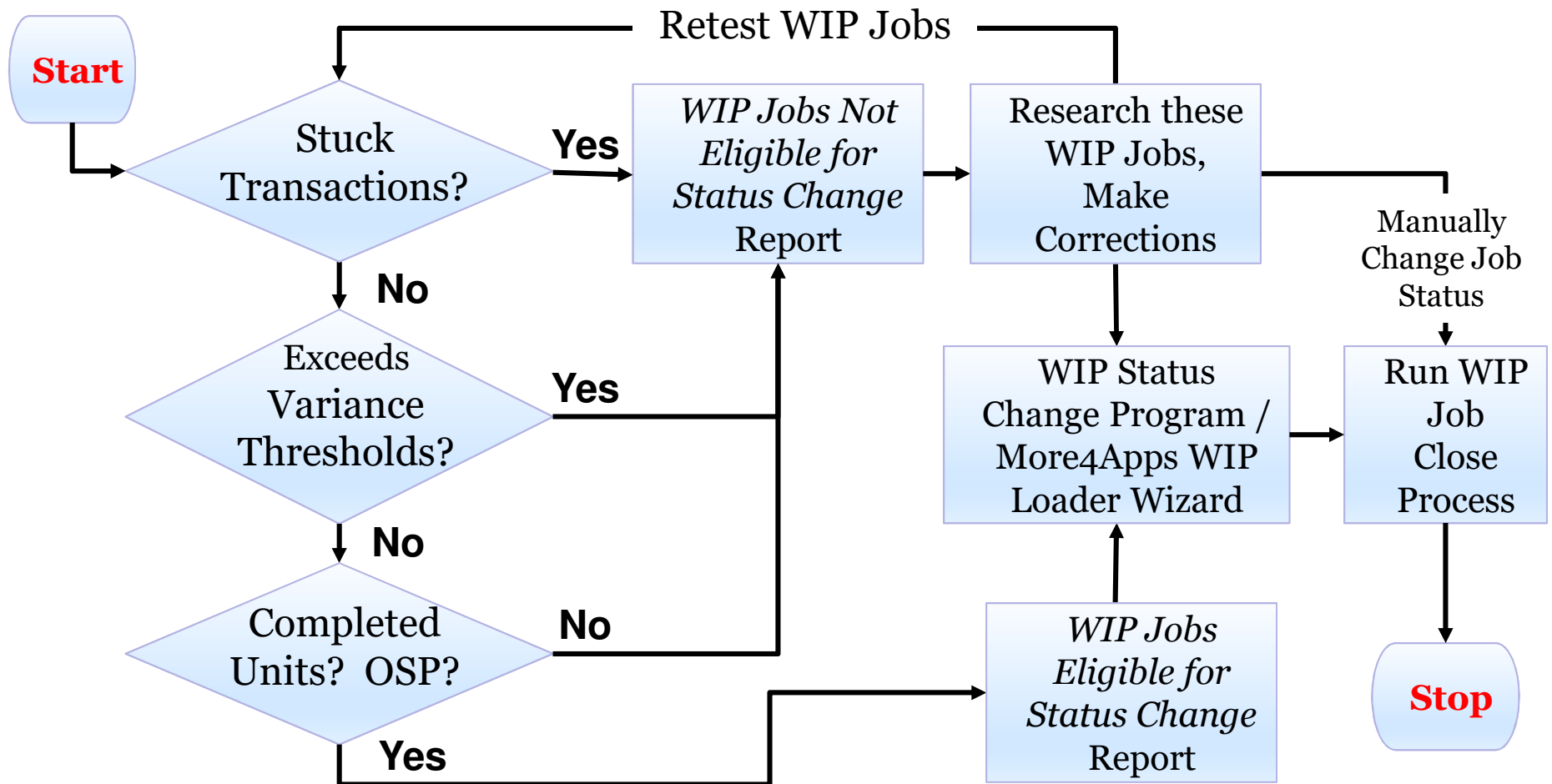
## But if You Have Hundreds or Thousands of Jobs to Close?

- ❑ Too Many WIP Jobs, No Time to Research Variances



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

### ❑ Custom Feature to Screen WIP Jobs for You



## 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](mailto: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



# 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										

# 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 US	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 US	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 US	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 US	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 3<sup>rd</sup> 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

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

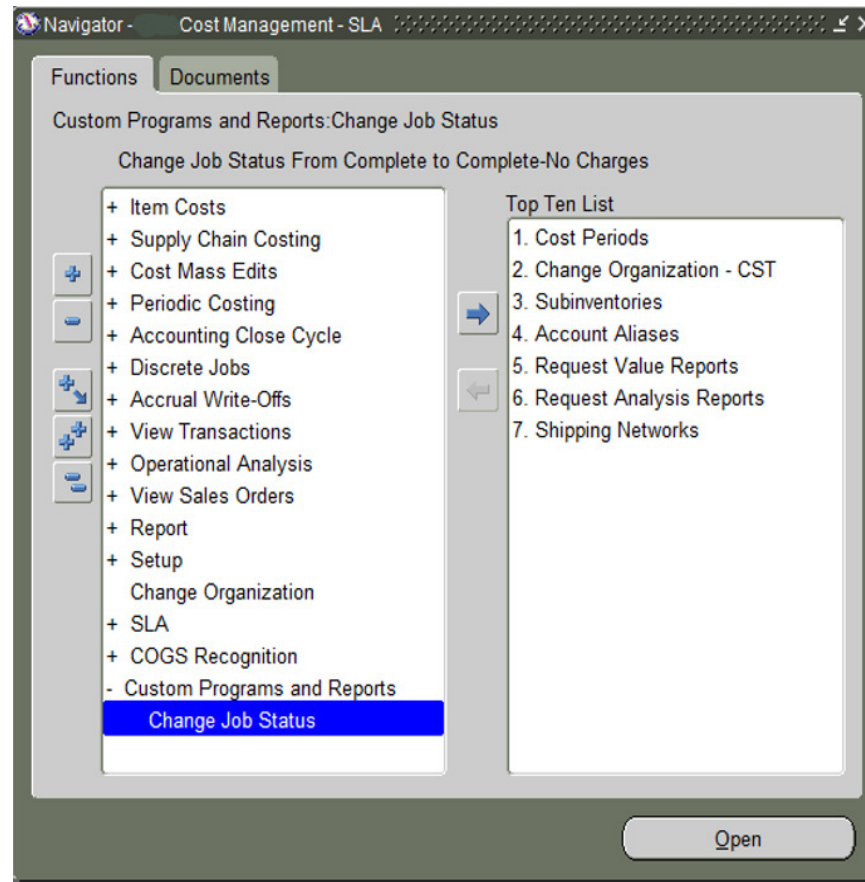
The screenshot shows the 'Application Interface Wizard' Excel application. The ribbon includes tabs for FILE, HOME, INSERT, PAGE LAYOUT, FORMULAS, DATA, REVIEW, VIEW, DEVELOPER, and ADD-INS. The 'Application Interface Wizard' tab is active, showing options like 'Log Out', 'About', 'Show/Hide Login Info', 'Session', 'Login Info', 'WIP Discrete Job Loader', 'New Sheet', 'Validate Option', 'Validate and Upload', 'Clear Status Columns', 'Delete from Interface', 'Normalization', 'Upload', 'Download', 'Submit Concurrent Program', 'View Concurrent Request', and 'Refresh Interface Status'. The main area displays a table with columns for Request ID, Load Status, Error Messages, Header RowID, Group, Job Type, Status, Organization, Job Number, Description, Assembly, Item Description, Alternate routing designator, Alternate bom designator, Start quantity, Firm planned flag, Job Start Date, Job Completion Date, Class, and Demand Class. A callout bubble points to the 'Status' column, stating 'You can change the Job Status right here'.

Request ID	Load Status	Error Messages	Header RowID	Group	Job Type	Status	Organization	Job Number	Description	Assembly	Item Description	Alternate routing designator	Alternate bom designator	Start quantity	Firm planned flag	Job Start Date	Job Completion Date	Class	Demand Class
4104745	Accepted				Standard	Releas	M1	49010		AS62444	Sentinel Upgrade			500	No	31/12/2004 18:07:01	01/2005 22:59:00	Discre	
4104745	Accepted				Standard	Releas	M1	49011		AS62444	Sentinel Upgrade			500	No	04/01/2005 07:07:01	01/2005 22:59:00	Discre	
4104745	Accepted				Standard	Unrele	M1	258422	Job Mass	AS16101	Cosmic Hero I G			6	No	05/05/2016 00:05:05	05/2016 00:00:00	Discre	
4104745	Accepted				Standard	Releas	M1	244984	Job Mass	AS66311	Vision Pad DX -			700	No	17/04/2007 23:17:04	04/2007 23:59:00	Discre	
4104745	Accepted				Standard	Releas	M2	246009		AS10000	405 Digital Came			1	No	25/08/2008 07:25:08	08/2008 10:00:00	Discre	
4104745	Accepted				Standard	Unrele	M1	258417	Job Mass	AS16101	Cosmic Hero I G			1	No	05/05/2016 00:05:05	05/2016 00:00:00	Discre	
4104745	Accepted				Standard	Unrele	M1	258418	Job Mass	AS16101	Cosmic Hero I G			2	No	05/05/2016 00:05:05	05/2016 00:00:00	Discre	
4104745	Accepted				Standard	Unrele	M1	258419	Job Mass	AS16101	Cosmic Hero I G			3	No	05/05/2016 00:05:05	05/2016 00:00:00	Discre	
4104745	Accepted				Standard	Unrele	M1	258420	Job Mass	AS16101	Cosmic Hero I G			4	No	05/05/2016 00:05:05	05/2016 00:00:00	Discre	
4104745	Accepted				Standard	Unrele	M1	258421	Job Mass	AS16101	Cosmic Hero I G			5	No	05/05/2016 00:05:05	05/2016 00:00:00	Discre	
4104745	Accepted				Standard	Unrele	M1	258423	Job Mass	AS16101	Cosmic Hero I G			7	No	05/05/2016 00:05:05	05/2016 00:00:00	Discre	
4104745	Accepted				Standard	Unrele	M1	258424	Job Mass	AS16101	Cosmic Hero I G			8	No	05/05/2016 00:05:05	05/2016 00:00:00	Discre	
4104745	Accepted				Standard	Releas	M1	275416		AS84114	PRO 128MB Gra			500	No	24/08/2016 00:24:08	08/2016 00:00:00	Discre	
4104745	Accepted				Standard	Releas	M1	MC127		AS18947	Sentinel Deluxe			1	No	29/08/2016 07:29:08	08/2016 11:36:00	Discre	
4104745	Accepted				Standard	Releas	M1	276461		AS18947	Sentinel Deluxe			1	No	29/08/2016 07:29:08	08/2016 11:36:00	Discre	
4104745	Accepted				Standard	Releas	M1	276462		AS18947	Sentinel Deluxe			1	No	29/08/2016 07:29:08	08/2016 11:36:00	Discre	
4104745	Accepted				Standard	Releas	M1	246012		AS20000	205 Digital Came			1	No	27/08/2008 07:27:08	08/2008 10:00:00	Discre	
4104745	Accepted				Standard	Unrele	M1	258425	Job Mass	AS16104	Epic Disaster G			1	No	06/05/2016 00:06:05	05/2016 00:00:00	Discre	
4104745	Accepted				Standard	Releas	M1	MC125		AS18947	Sentinel Deluxe			1	No	26/08/2016 07:26:08	08/2016 11:36:00	Discre	

## 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

The screenshot shows the 'Submit Request' dialog box for the 'Change Job Status Program'. The 'Parameters' sub-dialog is open, displaying the following settings:

Parameter	Value
PL1 Variance Threshold	150
PL2 Variance Threshold	150
Latest WIP Completion Date	13-FEB-2017

The 'Submit Request' dialog box includes the following fields and buttons:

- Run this Request...** section: Name (Change Job Status Program), Operating Unit, Parameters, Language (American English), Copy... button.
- At these Times...** section: Run the Job (As Soon as Possible).
- Upon Completion...** section: ☒ Save all Output Files, Layout, Notify, Print to (noprint).
- Buttons:** Help (Q), Submit, Cancel.



## 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

## Summary

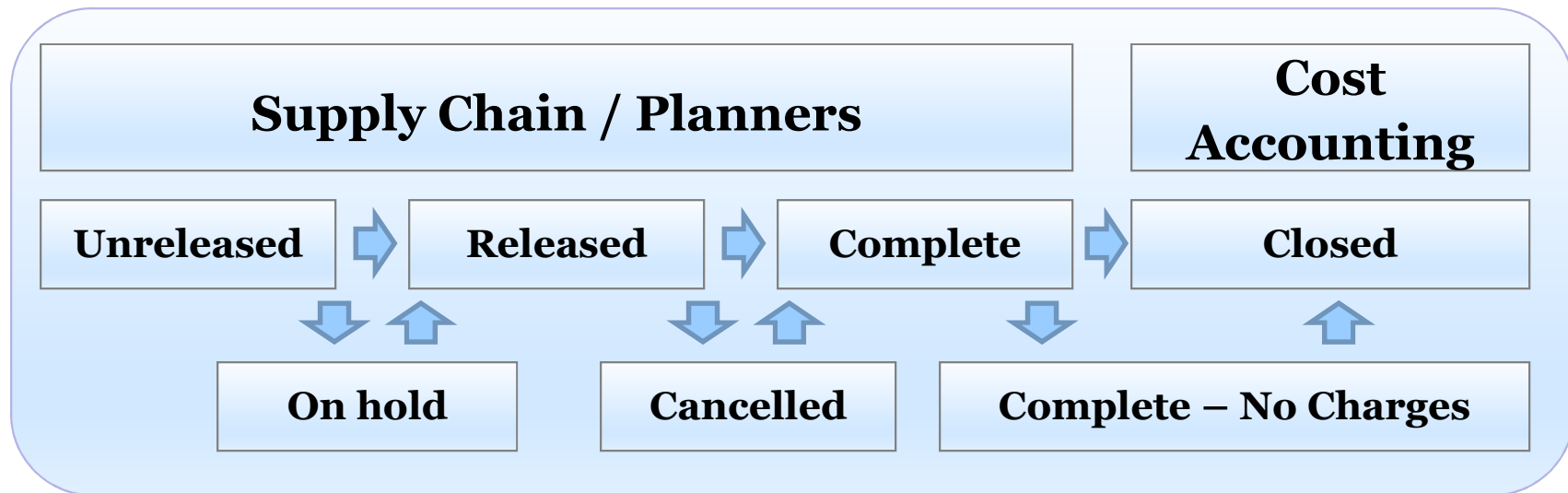
- ❑ These reports solves how to separate the “wheat from the chaff”
- ❑ Still need to research the remaining problem WIP jobs
- ❑ These SQL reports (WIP Jobs Eligible, WIP Jobs Not Eligible) will help you analyze your WIP jobs (to get these two SQL reports, send email to [doug@volzconsulting.com](mailto:doug@volzconsulting.com))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



## Appendix – How to Analyze WIP Jobs

## 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 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



## 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

# Example Job Analysis

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

The screenshot shows the Oracle Discrete Jobs (M1) window. The job details are as follows:

Field	Value
Job	184502
Assembly	XA1000
Class	Discrete
Status	Complete - No Charges
Type	Standard
UOM	Ea
Quantities	
Start	4
MRP Net	4
Dates	
Start	19-AUG-2005 14:12:00
Completion	22-AUG-2005 00:00:00
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 the text 'Parameters' and a close button. The main area contains several input fields with yellow highlights for the selected values:

- 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: (empty)
- To: (empty)
- Jobs From: 184502
- To: 184502
- Status: Complete - No Charges
- Assemblies From: (empty)
- To: (empty)
- Currency: USD (with a dropdown arrow and 'US dollars' text)
- Exchange Rate: 1
- Project Id: (empty)

At the bottom of the window is a horizontal scrollbar.

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	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 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						

Question:  
What is  
stopping you  
from closing  
this job?

Material  
usage  
variances

Resource  
efficiency  
variances

# 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											
-----											
Component Item	Description	Supply Type	Op UOM 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	0.00			
KC1005	Game Girl Case	Assembly	Ea 10	3.00	3.00						
KC1101	GG Chip			3.00	3.00						
KC1102	Resistor			27.00	27.00						
KC1103	Capacitor			9.00	9.00						
KC1104	RAM			3.00	3.00						
KC1105	Diode			18.00	18.00						
KC1106	Label			3.00	3.00						
KC1107	DIP Switch			3.00	3.00						
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		2.70	0.68	
14	X	GameGirl X	GGASSY	HR Item	WIP move No	0.09	0.12				
20	X	GameGirl X	GGT	HR Item	WIP move No	2.25	3.00				
30	X	GameGirl X	GGP	HR Item	WIP move No	0.75	1.00				
Total Resource											
Total Costs											
-----											
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							

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



# 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 (L	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	179277	Complete
Vision Operations (L	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	183802	Complete
Vision Operations (L	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	184002	Complete
Vision Operations (L	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	184202	Complete
Vision Operations (L	Vision Operatio	M1	Feb-13	01	000	1430	0000	260	Discrete	Standard Discrete	184502	Complete - No Charges
Vision Operations (L	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	0.00	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

# Custom WIP Component Value Report

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

# 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
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.

# WIP Value Summary

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

- Good Summary and Drill Down by Job

The screenshot shows the Oracle WIP Value Summary interface. The 'Find WIP Jobs and Schedules' window is open, displaying a table with job details. The 'Value Summary' button is highlighted with a red circle.

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
<input checked="" type="checkbox"/> Material	01-000-1430-0000-00	126.69	101.04	0.00	25.65
<input type="checkbox"/> Material Overhea	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	0.00	33.75
<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	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
<input checked="" type="checkbox"/> Material	01-000-1430-0000-00	0.00	0.00	126.69	101.04
<input type="checkbox"/> Material Overhea	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	0.00	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		135.00	101.25	126.69	101.04

Distributions

# WIP Value Summary

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

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

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

Find WIP Transaction Distributions

Transaction Dates:  - 17-FEB-2013 23:59:59

Job: 184502  
Line:   
Account:

Item:   
Category Set:

Operation Seq:   
Resource:

Transaction Type:

Accounting Type:   
Subinventory:

WIP Transaction Distributions (M1)

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

Job: 184502  
Line:   
Assembly: XA1000  
Account: 01-000-1410-0000-000

Item/Sub Element: XC1107  
Revision:   
Basis:

UOM: Ea  
Quantity: 1  
Unit Cost: 2.10000  
Value: 2.10



# WIP Operational Analysis - Operations

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

The screenshot displays the 'View Operations (M1)' window in Oracle. The window has tabs for Main, Quantities, Dates, Description, Job or Schedule, and Previous Operation. The 'Main' tab is active, showing a list of operations with columns for Operation Seq, Operation Code, Department, Count Point, Backflush, Minimum Transfer Quantity, and Date Last Moved. Operation 10 is selected.

Operation Seq	Operation Code	Department	Count Point	Backflush	Minimum Transfer Quantity	Date Last Moved
10	XGGA	X GameGirl	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	0	22-AUG-2005 09:40:00
11		X GameGirl	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
12		X GameGirl	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
13		X GameGirl	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
14		X GameGirl	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
20	XGGT	X GameGirl	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
30	XGGP	X GameGirl	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		

Below the list, the following details are shown:

- Job: 184502
- Assembly: XA1000
- Quantity: 4
- Operation Seq: 10
- Code: XGGA

The 'Quantities' tab is also visible, showing a table with columns: In Queue, Running, To Move, Completed, Remaining, Progress %, and Quantit Ahead. The 'Completed' column shows values of 4 for most operations, and 1 for operation 10.

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

At the bottom of the 'Quantities' tab, the following details are shown:

- Job: 184502
- Assembly: XA1000
- Quantity: 4
- Operation Seq: 10
- Code: XGGA
- Department: X GameGirl
- Start Date: 19-AUG-2005 14:12:00

# 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: Kanban:  
Lot Number:  
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  
Detail with Requirements based on Actual Quantity Completed (USD)

Report Date: 11-OCT-2015 14:32  
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	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

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

Resource efficiency variance is zero

Completions and other Transactions				
Transaction Action	Op Seq	Transaction UOM	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?

# 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 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

# Work In Process

	<u>Costs-In</u>		<u>Costs-Out</u>		<u>Variance</u>
	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

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

# 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  
 Detail with Requirements based on Actual Quantity Completed (USD)  
 Report Date: 11-OCT-2015 14:32  
 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	Op UOM 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

Zero variances

							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

Zero variances

				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

# 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)

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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

Role assigned to same job

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

Zero variances



# WIP Accounting Classes

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

WIP Accounting Classes (M1)

Class: Discrete

Description: Discrete Job Class

Type: Standard Discrete

Inactive On: [ ]

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		

# Any Questions?



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