yin-Roto-yang a traveller's tale

Paul Nugent ARM Annual Meeting Denver, Colorado 3-Nov-2015



Overview

- Hard Rotomolding (yang)
- Soft Rotomolding (yin)
- Deadly Sins
- Heavenly Habits
- Balance in All Things



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- Many Consulting Projects Relate to the 'Hard' Side
- 'Soft' Side is Often More Important
- Assessing Plants is a Natural Side-Effect
- The 'Mind of the Manager' is on Clearly on Display
 - 1. Good Systems Allow Good People to Flourish
 - 2. Good Managers Develop their People





Hard Rotomolding (yang)



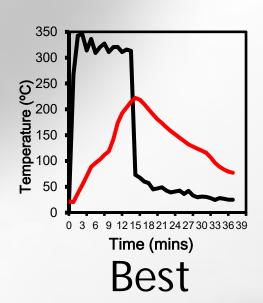
1. Process Control



Good



Better

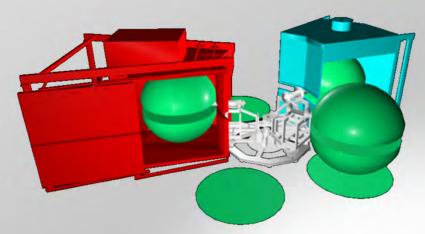


'It's All About the Trace'

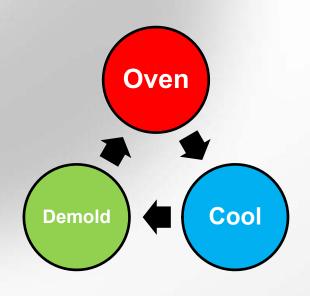
(Terry Gillian, EZLogger)



2. Cycle Balance



Rhythm = Quality



Never Ending Cycle of Improvement

Balancing Operator Workload is the Key

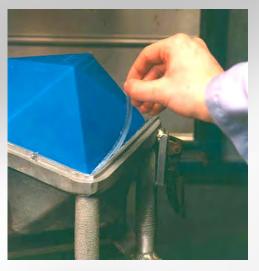




3. Release Agent

The Basics: Right and Wrong Way to Clean Molds







- Light Mold Release & Strong Mold Release
- Good Habits for Parting Lines
- Bad Consequences for Ignoring Release



4. Demolding & Mold Care

Choose Your Weapon!







Pay the Price...



Soft Rotomolding (yin)



Soft can be Hard Corporate Culture Morale MOOD Team Spirit

- Factories are Living Entities with Emotions
- Grow, Evolve, React
- Demeanor of a Company is Often
 Defined by Owner/Manager



Culture Matters

- Management Styles May Differ Based on a Local Approach:
 - Asia Non-Confrontational
 - Scandinavia Reserved
 - USA Outspoken
 - Middle East Unspoken
 - South America Machismo?
 - German M&Ms



Common Issues Similar Needs

- High Turnover
- Lack of Order & Cleanliness
- High Scrap Rates
- Absenteeism
- Excessive Mold Damage
- Surly Staff
- Variable Quality & Productivity

- People Around the World Respond to the Same Basic Things:
 - Respect
 - Recognition
 - Opportunity
 - Fair Pay
- Quality of Supervision is Often Key

Finding People

Hire the Right People Difficult

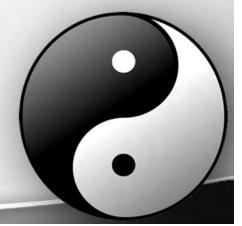
- Hard to Assess 'Fit' During an Interview
- Rotomolding People Filter
- Young People's Work Ethic
- Orientation Process is Key
- Give them Confidence in What is Expected
- Drug Test or Not?

Fire the Right People Essential

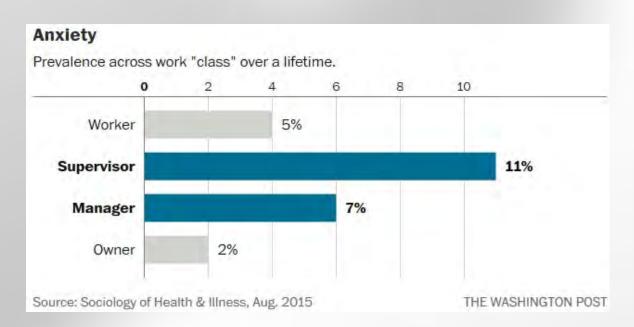
- Bad Apples Affect Whole
- People Like to Follow
- Make Sure they Follow You
- Good Employees Need Management to Act



Deadly Sins

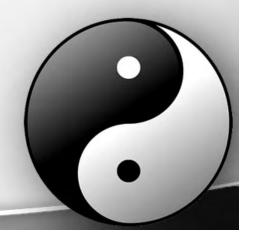


Squeezed in the Middle



Stress is Highest for Middle Managers

Temperamental Owners +
Surly, Ungrateful Staff +
Demanding Customers
= Nicotine, Whiskey or Cocaine



The Boss HORRIBLE BOSSES



What Type of Boss do You have? What Type of Boss are You?

21 Types of Boss (Monster.com)

- The Martyr Boss
- The Screamer Boss
- The Fearmonger Boss
- The Manipulator Boss
- The Bumbler Boss
- The Clueless Boss
- The Old-School Boss
- The God Boss
- The Teflon Boss
- The 'What' Boss
- The Paranoid Boss

- The World-On-His Shoulders Boss
- The Buzzword Boss
- The Buddy Boss
- The Two-Minute Boss
- The Patronizing Boss
- The **Idiot** Boss
- The Lone-Wolf Boss
- The Perfectionist Boss
- The Eccentric Boss
- The Great Boss



Management Style



Too Hard a Management Style can Suppress Ideas

- People Toe-the-Line but Less Creatively
- Soft Management can be Equally Dangerous
 - Laissez-Faire Until a Problem Occurs and then Over-Reacting

Interfering Boss

Action

- Responds to Gossip & Rumor Impulsively
- No Chain of Command
- By-Passes Middle
 Management with
 Employee Decisions
- Acts Without Involving Managers

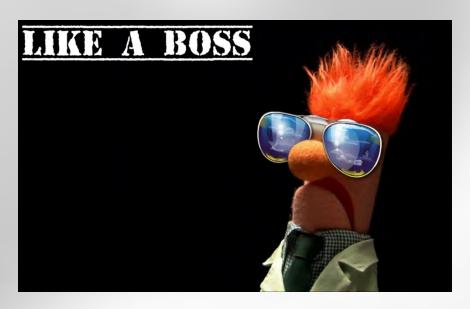
Re-Action

- Creates Fear in Managers & Supervisors
- Stifles Action
- Drives Good People Away
- Creates CYA
 Managers

Know-It-All Boss

- Only One who can do the Job Properly
- Smartest Guy in the Room
- Always has the Answers
- Ultimately Discourages Dissent or Alternate Ideas
- Those who Stay become Compliant
- Good People Often Leave

Uninformed Boss



Not Stupid, Just Doesn't Understand

Decisions Sometimes Don't Make Sense

Employees Lose Respect

Needs to Spend Time in the Operation
 & Listen

Passive Aggressive

- Destructive Behavior at Any Level
- Frustrating to Manage Can be Exhausting

Action

- Feels Unappreciated
- Resents Authority
- Lacks Accountability
- **Blames Others**
- Grumpy
- Creates Mini-Empires

Re-Action

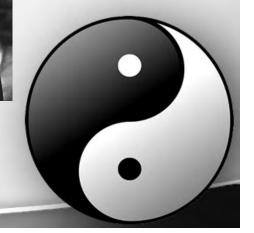
- Intentional Ineffectiveness Understand He is Wary of Conflict & Feels Inferior
 - Point Out the Problem Behavior
 - Give Choices to Allow Sense of Control
 - Regular Review & Feedback

Too Much Profit

- Some Companies Make Too Much Money
- Encourages Waste Inefficient Processes are Masked
- Can Make Managers Lazy Poor Decisions

Lost in Profit

 "We've Run Out of Money, Now it's Time to Think" Winston Churchill



Heavenly Habits



Strength & Confidence

- Not Hard & Tough
- Confident in Knowledge
- Accepts Challenges & Dissent as Opportunity
- Encourage Diversity with Respectful Disagreement - much More Effective
- Recognize they Don't need to be Smartest Person in the Room
- Boldly Goes Where No Manager has Gone Before...





Get Out of the Way!

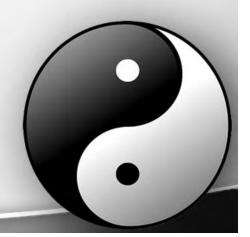
- Choose Competent, Capable people
- Define Clear Responsibilities and Tasks
- Not Micro-Management Clarifying Expectations
- Provide the Necessary Resources & Authority
- Regular Reports on Progress
- Stop Meddling & Help

Public Praise & Constancy

- Encourage People's Pride in Their Work
- Edwards Deming was Absolutely Right!
- Managers' Actions Shape their People
- Highlight & Praise the Good Things People Will Pay Attention to them
- Ignore Problems & they're Accepted as the Norm
- Constant Criticizing Will Stifle
- Managers' Reactions Affects the Way People Respond to Them in Future

Be A Great Boss

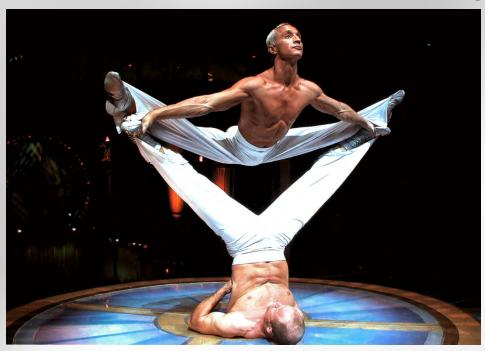
- Be a Supportive Motivator
- Treat Everyone Fairly Regardless of Politics
- Communicate, Keep a (Partial) Open Door Policy and Encourage Others to Follow Suit
- Lead by Example
- Provide Superior Training and a Positive Work Environment
- Have Vision, Don't be Afraid and Don't Scream!
- Coach Staff for their Future Beyond Your Doors



Balance in All Things



Balance in All Things

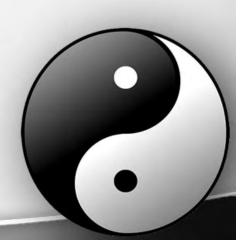


Balance Takes Practice Visualize the Outcome



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- Not too Hard, not too Soft
- Technology is Essential but People Make it Work
 - Check the Effect of Hard Decisions on Your Soft Assets
- Run Hard Let Your People Catch-Up
- Set Objectives Allow Time
- Load Machines Allow Time
- Develop People Allow Mistakes
- A 100% or 0% Approach is not Always Good
 - Think Like a Machine Burner
 - High Fire When Needed
 - Throttle Back for the Long Stretch



Thank You!

