No Heroics: Lean Procurement 70% Faster



CIPMM Regional Workshop Winnipeg
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Objectives

- 1. How to procure 70% faster while reducing the need for heroics by improving the process.
- 2. How to sustain this level of performance and continuing innovation in a virtual environment
- 3. How to maximize buy-in from staff, clients and other stakeholders,
- 4. A handful quick wins that you can try out on your return to work.

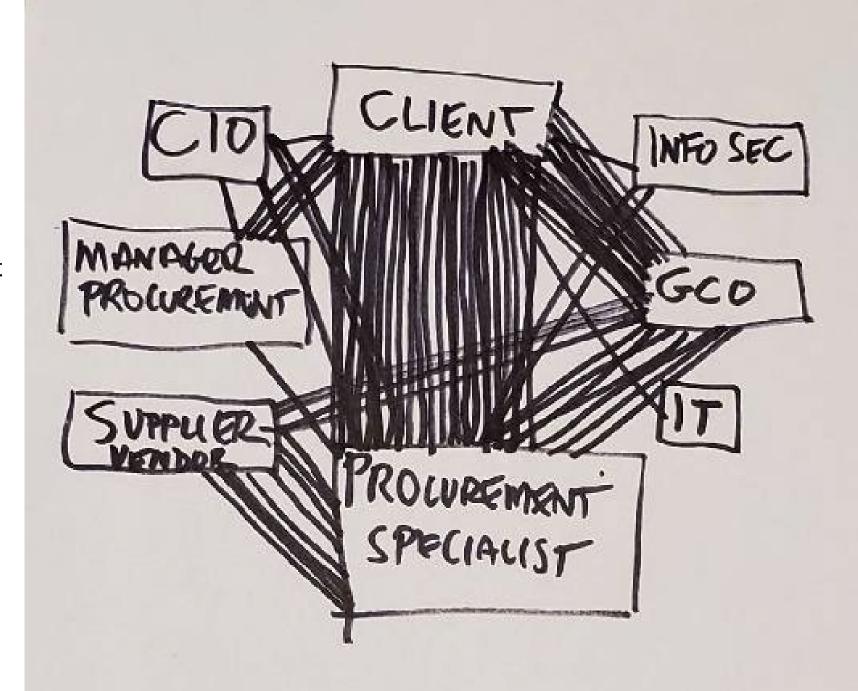
The Problem

Procuring Cloud Software > \$ 100k

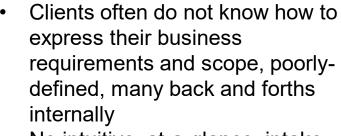
- Approximately 100 steps/handoffs
- 3-5 months of elapsed time
- Unhappy clients, procurement staff
- Procurement staff overloaded
- Slow process affecting delivery of core business

NOW:

- 3 weeks elapsed time from start to finish, by default.
- No heroics.
- Procurement staff happier, less-stressed.
- Clients delighted.





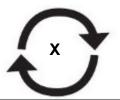


No intuitive, at-a-glance, intake form to guide client to do this phase, or other early work, correctly

Initial

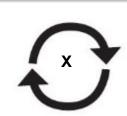
Discussion

RFS can be drafted with unclear inputs, causing later failure demand



Draft RFS

T Prepare for Procurement (Client)



 Scope provided by client insufficient to proceed

 Lack of clarity on part of all parties, on who will do what, when – no project plan

S

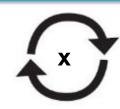
- Many back and forths between stakeholders, providing input by email – can take 1-2 months
- Unclear risk threshold

- 2-4 weeks elapsed time
- Evaluators struggle to find the time to evaluate, scheduling challenges

Review & Finalize RFS

Posting Period (25+ days)

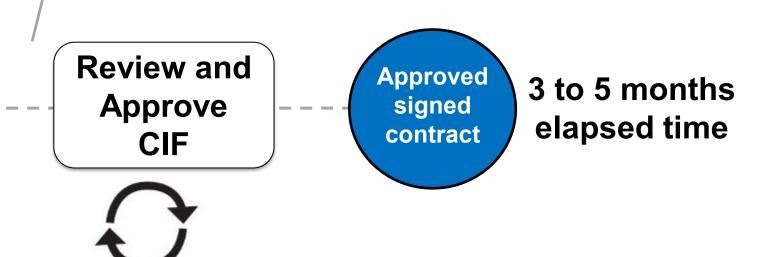
Evaluate Bids



- Longer than necessary
- Q&A because unclear documents

3-8 loops back and forth between Legal and Client **Draft and Sign Contract Negotiation Review** Contract

- Back and forth on final form review and approval configuration, usability and value of form is questioned – at least 50% have significant defects
- Contract Info Form scope crept since inception "job to be done" not clear to clients



SOLUTIONS

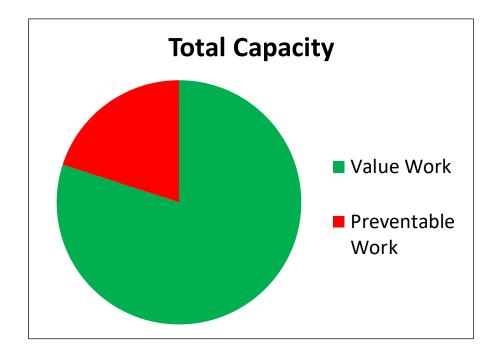


ELIMINATE FAILURE DEMAND

Eliminate Failure Demand

Work that is required because something failed the first time.

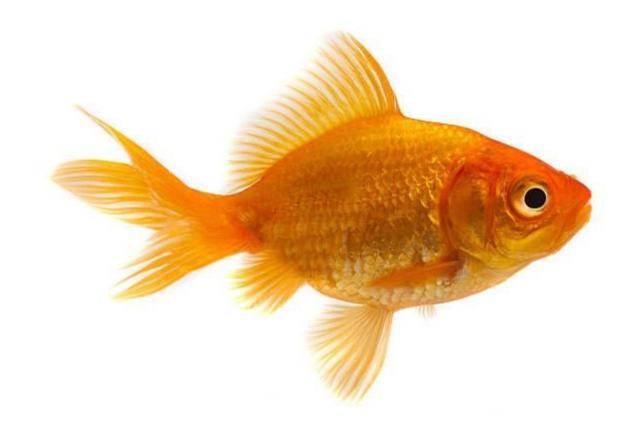
20-50% of our workload is fixing these problems.



Failure Demand: drains capacity and consumes time but does not add value

Туре	Example
1. Something not done	Document, information missing – go find it
2. Something is incorrect	Wrong information, misplaced info – redo it
3. Something is not clear	Unclear instructions, requirements – go get clarification
4. Something takes too long	Chasing progress, answering

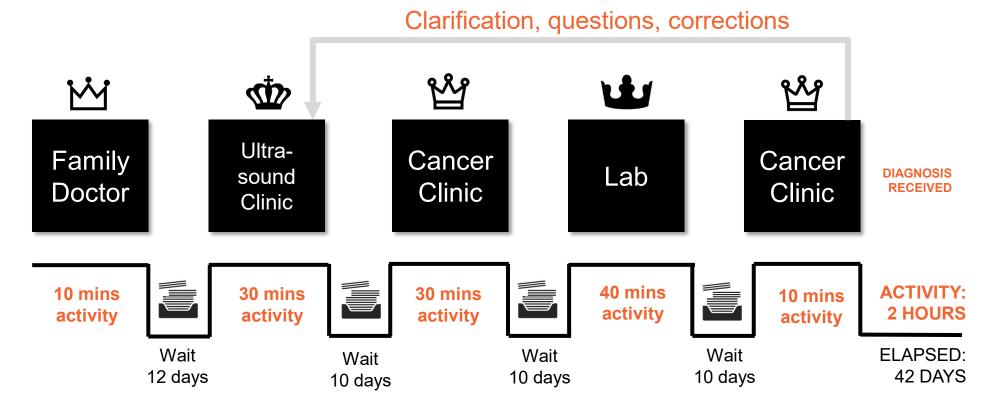




FLOW EFFICIENCY VS RESOURCE EFFICIENCY



"Resource" Efficiency



"Flow" Efficiency

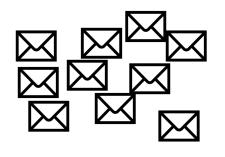


Flow Efficiency in Action

THE "ONE AND DONE" HUDDLE



Work with client via email





- Effort: 7 hours
- Elapsed Time: 20-40 days

Work with client face-to-face, "live"





- Effort: 3 hours
- Elapsed time: 1 day

"One and Done" Huddles

- Kickoff with client, including SME and Legal
- Developing/Refining RFS documents
- Bid Evaluation
- Review draft contract



OTHER SOLUTIONS



Project Management

- Treat each procurement file like a project
- Project plan with dates, roles
- Book all key dates into calendar at kickoff meeting
- Including Q&A conference

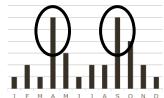


How Backlogs Develop

VARIATION

Variation in:

- volume of work
- # of resources available
- skill profile
- complexity of work
- · effectiveness of tools
- other?





UNREASONABLENESS

2. Overwhelmed team, thus reduced productivity





5. Fewer files finished, a growing backlog





WASTE

- 3. Team spends its reduced capacity on non-value added, preventable, work
 - Fixing errors
 - Clarifications
 - Re-drafting
 - False starts
 - Looking for information
 - Unnecessary approvals
 - Excessive processing



- 4. Team spends capacity on:
- Client progress-chasing calls
- backlog reporting







SUSTAINING AND CONTINUING TO IMPROVE



Decision 2



Processes that flow across functional "islands"

VS

making each "island" efficient, but not making the endto-end process flow

Everyone knows the score – at a glance VS

working in the dark, unable to see end-to-end process performance across the islands

Routines built into the work to solve problems and experiment proactively

VS

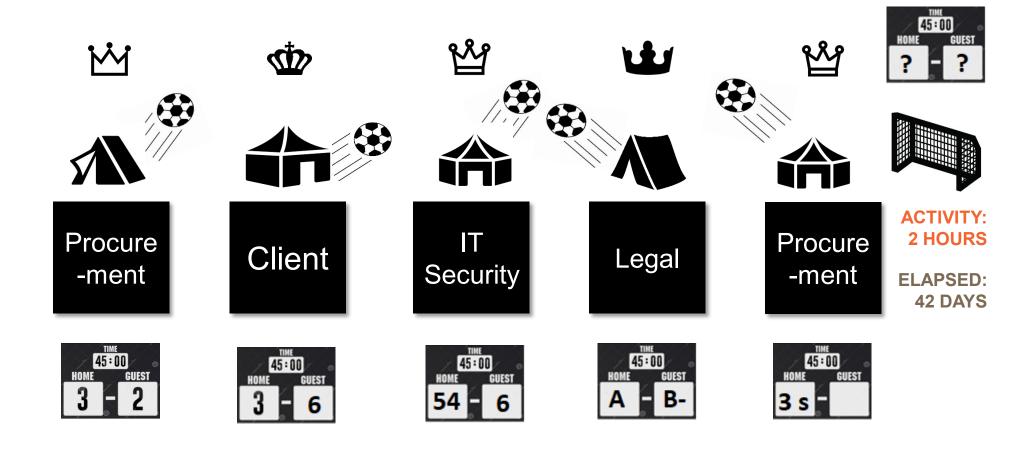
Firefighting only, "all-in" bets, little learning of what works, repeating old mistakes

Faster, better, more capacity, with inspired people who continue to improve as part of the work

From: This is Lean: Modig & Ahlstrom



Invisible end-to-end process performance

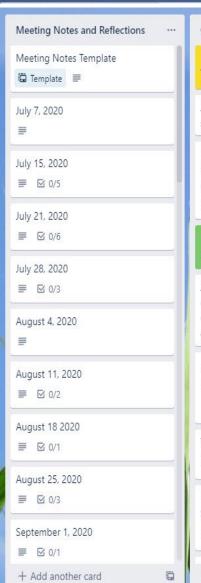


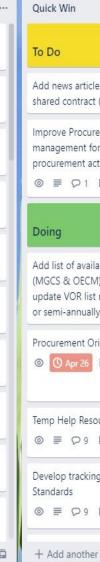


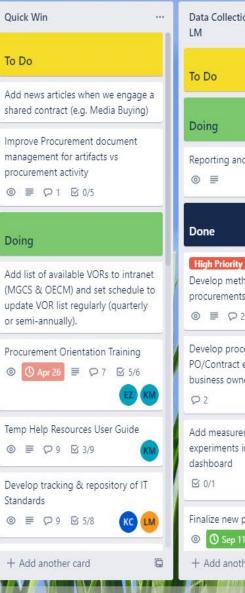


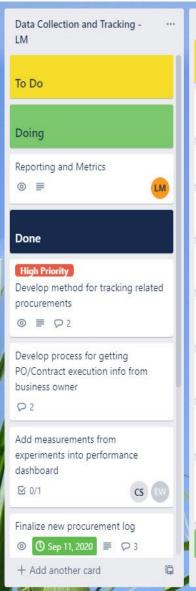
2021/22 - O1 - Review Procuremen

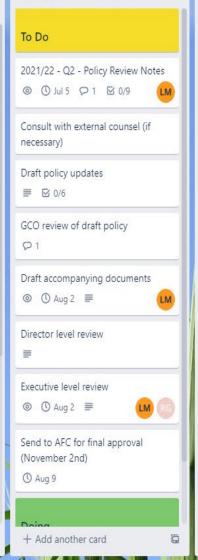


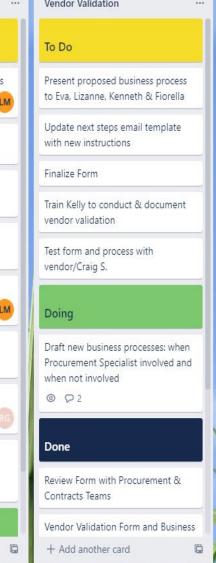


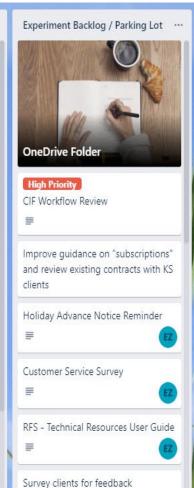






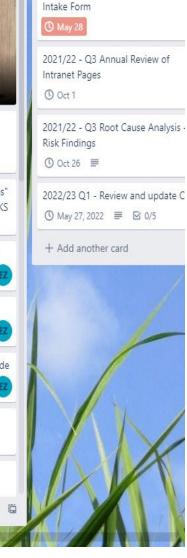




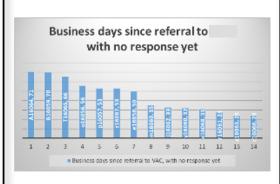


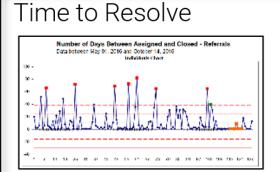
Rating Criteria Template

+ Add another card



System Bugs Bug Occur? Frequently **ASAP** Start addressing **PRIORITY** NOW How Frequently does Rare **ASAP LONG TERM** Start addressing **Low Priority NOW High Impact Low Impact** Severity of Bug's Impact



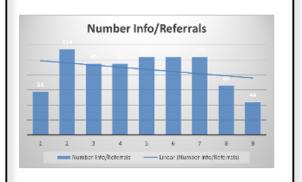










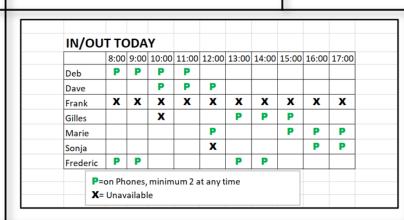


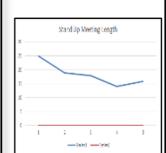
This Week:

- · Appraisals due
- Fill out survey please
- Wednesday TRW training for OSR's

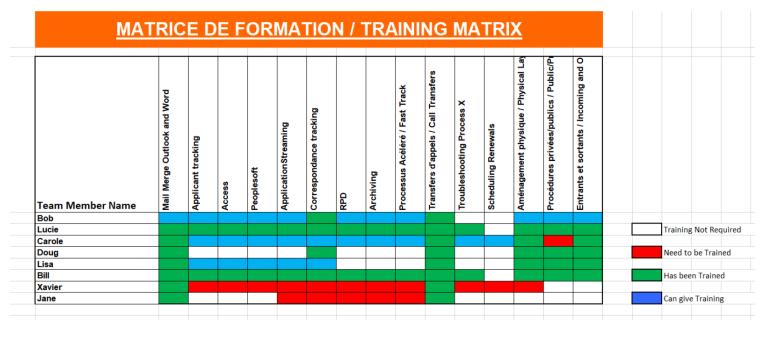
This Month:

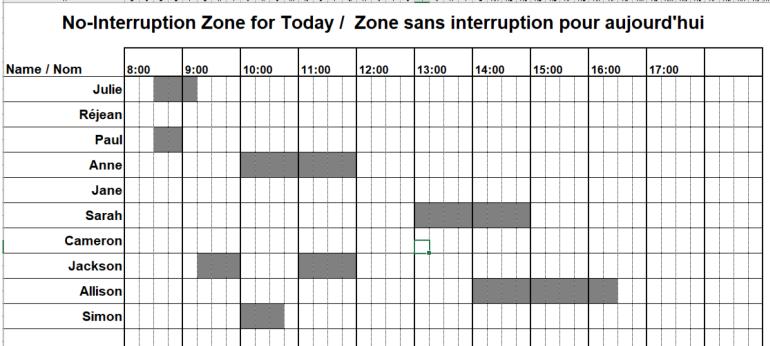
Charity drive





Meeting Length





Decision 3



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Huddle Meetings

10 minutes daily/regular tempo – stop the work and address:

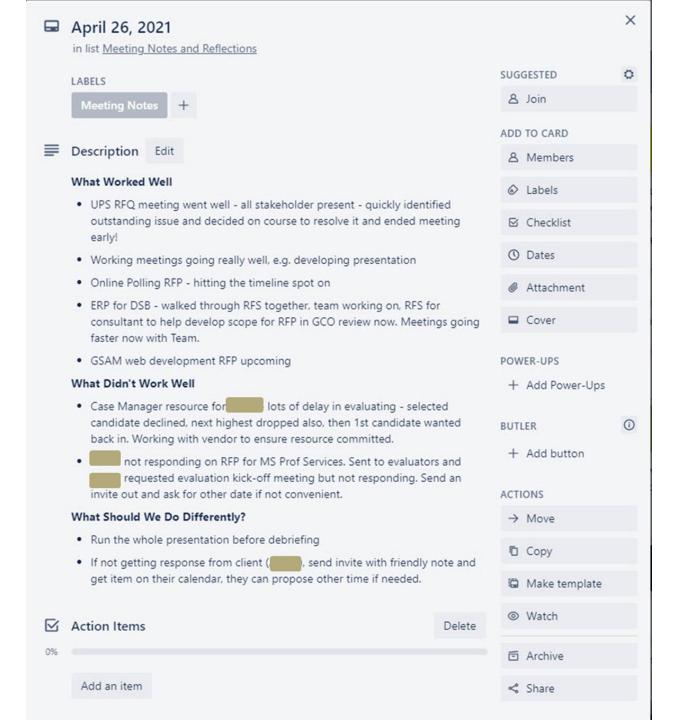
- Since our last huddle:
 - What went well?
 - What didn't go well?
 - What should we do differently?
 Experiments to try.
- Follow up on action items
- Get everyone aligned on same page
- Deal with top topics:
 - Wellness
 - Today's priorities
 - Balance workload
 - Interruptions



Performance Measure:

The 10 minutes spent in the huddle adds more value to each participant than what they would have otherwise been doing with that same time.





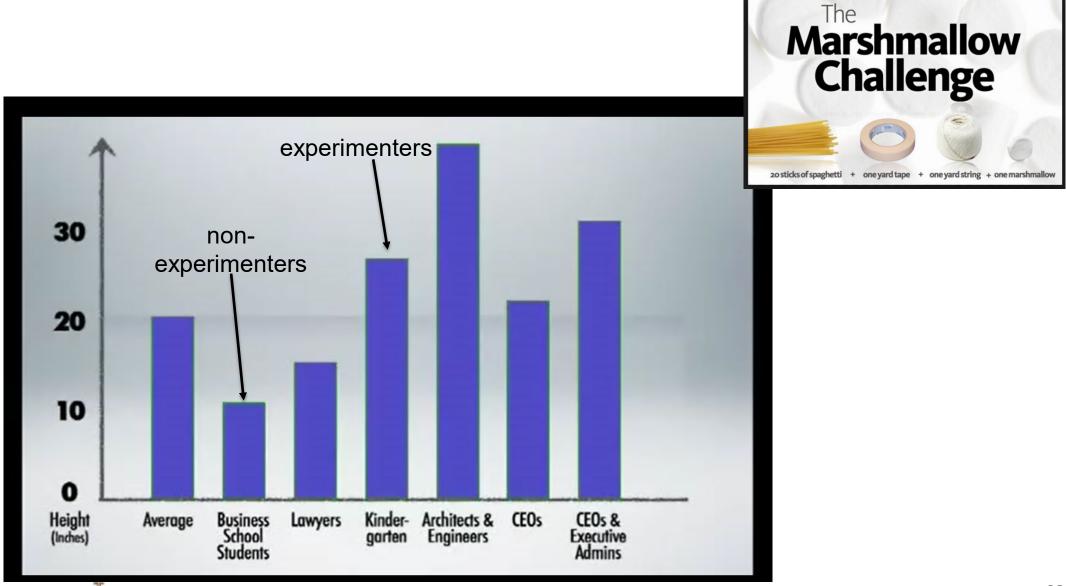
MAXIMIZE BUY-IN



In the history of the world, nobody has ever washed a rented car.

- Larry Summers

Improvement Approach: Experiments. Why?



Three things you can do next

- 1. <u>Identify and Eliminate Worst Types of Failure Demand</u> to provide quick wins and free-up capacity
- 2. Experiment with structured "One and Done" huddles to create flow efficiency faster, with less effort
- 3. Experiment with a "project management" orientation to get into calendars early, make roles and responsibilities clear, and progress visible



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