

# THE 7 Wastes

## CORRECTION

Any Defects, Errors,  
Rework, or Repair

Making More than the Amount that is  
needed Right Now for One-Piece Flow.

## OVERPRODUCTION

## MOVEMENT

Moving Materials, Parts, or Vehicles to or  
from Storage or Between Processes

Any Unnecessary Movement of People that Does  
Not Add Value to the Product. Including all  
walking and Time Spend Looking for Tools and Parts.

## MOTION

## WAITING

Idle time Created When Materials, Parts, Information,  
People, or Equipment is not ready when Required

Any Materials, Supplies, Parts, or Products in Excess  
of Just-In-Time Requirements. Inventory Hides Problems.

## INVENTORY

## OVER PROCESSING

ALL Non-Value-Added Process Steps or Actions  
Taken that are Not Important to or Required  
by the Customer