Asset Management Implementation following UIC’s Guidelines

A journey

Sander Sieswerda (OXAND), chairman
Asset Management Game, an introduction to basic concepts & language of asset management, Sander Sieswerda (Oxand)

Typical asset management issues like: investment in maintenance or renewal, long term versus short term, criticality of assets, occurrence of risks, how to mitigate, evolvement of asset portfolio as time goes by

UIC Railway Application Guide of Practical Implementation of Asset Management through ISO 55001, David McLeish (AMCL)

An introduction to the document by the consultant who work with UIC AMWG at writing the guide: the applicability of the implementation guide: what to use it for, what not to use it for... (Guidelines Part 3)

Implementation of Asset Management within OBB, Richard Mair & Christian Holzer (OBB)

A showcase of how Asset Management was implemented within a railway company, what difficulties had to be overcome, and what benefits it brought

Lunch
Asset Management Implementation following UIC’s Guidelines, A journey

The members of the Asset Management Working Group (AMWG) share their experience

13.00  Context of the organisation and leadership, Jude Carey (Irish Rail)

Making the case for strong leadership, which is a prerequisite of implementation of asset management, as it is a transversal activity (chapters 4 and 5 of guidelines)

13.45  Life cycle planning & optimisation making use of a calculation and simulation model, Isadora Cornish Bowden (Oxand)

Experiencing how long term oriented investment with focus on a proper maintenance can help to save a lot of money on the long run (chapter 6 of the guidelines)

14.30  Business case: Application of risk management system by JSC RZD, Alexey Zamyshlayev-(NIIAS)

A showcase of how Risk management was implemented within RZD, what difficulties had to be overcome and what benefits it brought
Asset Management Implementation following UIC’s Guidelines, A journey

The members of the Asset Management Working Group (AMWG) share their experience

15.15 Optimizing your asset & project performance by organizing resources, competences, awareness, communication, information and documentation, Vivianne Karlsson (Trafikverket)

An overview of all support activities which are necessary to make asset management happen (chapter 7 of guidelines)

16.00 Information requirements, Gian Piero Pavirani/Dontella Fochesato (RFI)

Information requirements (chapter 7.5 of guidelines) (clause 7.5)

16.15 Operations, performance evaluation & continuous improvement, Andy Kirwan (Networkrail)

The sustainable application of the guidelines (chapter 8-9-10 of guidelines)

17.00 Conclusion, roundtable, evaluation, Andy Kirwan & Teodor Gradinariu (UIC)
Training Asset Management Implementation following UIC's Guidelines

1. Asset Management Game

Sander Sieswerda (OXAND)
Your mission!

Find the right balance between:

COST – RISK – PERFORMANCE

- Keep Assets in desired condition
- Good condition leads to more Availability Payment
- Bad condition leads to an Availability Payment deduction

- Invest in new assets?
- Renew assets completely?
- Perform big or small Maintenance?
- Risk management measures
- Acting if risks occur
- Perform Contingency Management
- Take Opportunities
- Be innovative!
Asset Management fundamentals

- Value
  - Use your assets to create value

- Alignment
  - From organisational objectives to operational plans and back

- Leadership
  - Leadership & Workplace culture are essential

- Assurance
  - Build an asset management system to register, monitor, analyze and report your asset management
The Game

Each team starts with:

- **35 assets in team colour**
  - Team 1: **red**
  - Team 2: **green**
  - Team 3: **yellow**
  - Team 4: **blue**

- **3 property deed cards**

- **2 dice cards (even and odd)**

- **Set of maintenance / renewal forms**

- **€ 60,000 cash**
availability payment and degradation

- **Availability Payment (every 2 rounds)**
  - # assets * € excellent condition: 1 * 9.500 = **9.500**
  - # assets * € good condition: 2 * 5.300 = **10.600**
  - # assets * € poor condition: 1 * 0 = **0**

- **Deduction**
  - # assets * € bad condition: 1 * -3.200 = **-3.200**

- **Total Availability Payment =**
  - User Fee (10%, round 100) = **€ 16.900**
  - User Fee (10%, round 100) = **€ 1.700 (1.690)**

- After all the teams received their payment all assets degrade one condition!
Your turn

1. Perform maintenance and/or renewal on a property
   • Hand in the maintenance/renewal plan
     i. Maintenance/renewal on 1 property at the time
     ii. Maintain a minimum risk reserve of €10,000 at all time

2. Throw the dice or use the strategic dice card
   • You may use each dice card only once

3. Perform action by the space on the board
   • Your property: allowed to perform extra maintenance
   • Owned by other team: pay user fee
   • Opportunity: Take top card form the pile in the center
   • Risk: Take top card from the pile in the center
   • Contingency management: undesired event, turn is over
   • Innovation Award: best asset management team bonus

After two turns all assets degrade one condition!
Be aware!

Every action and transaction performed is registered for evaluation!

Let’s start the game!
fundamentals vs. game

- **Value**
  - Use your assets to create value

- **Alignment**
  - From organisational objectives to operational plans and back

- **Leadership**
  - Leadership & Workplace culture are essential

- **Assurance**
  - Build a asset management system to register, monitor, analyze and report your asset management

→ **Game**

- You made as much value as possible from you assets taking in account the maintenance and risks.
- Did you plan your AM strategy? What was your strategy?
- Imagine team members don’t want to perform asset management based on the ISO55000, will it work out?
- Examples of assurance are your Maintenance plans, notebook and pen, game model.