

Timesheet

Job #: _____

STOCK LOCATIONS:

WELDMENT:B16245-4 - TILT BEAM WELDMENT

Serial: _____

Quantity: _____

Page 1 of 2

Step #: 1 **Route ID: W5146** **Route Name: Tilt beams tack weld**

Std Time: 60 (min)

Welder 1 Badge #

Welder 2 Badge #

Welder 3 Badge #

Welder 4 Badge #

DATE / DURATION	DATE / DURATION	DATE / DURATION	DATE / DURATION
____/____/____	____/____/____	____/____/____	____/____/____
____/____/____	____/____/____	____/____/____	____/____/____
____/____/____	____/____/____	____/____/____	____/____/____
____/____/____	____/____/____	____/____/____	____/____/____

Problems (circle all that apply)

Missing Parts	Lack Of Tools	Missing Parts	Lack Of Tools	Missing Parts	Lack Of Tools	Missing Parts	Lack Of Tools
Poor Material	Rework	Poor Material	Rework	Poor Material	Rework	Poor Material	Rework

Step #: 2 **Route ID: W5152** **Route Name: Panasonic robot**

Std Time: 180 (min)

Welder 1 Badge #

Welder 2 Badge #

Welder 3 Badge #

Welder 4 Badge #

DATE / DURATION	DATE / DURATION	DATE / DURATION	DATE / DURATION
____/____/____	____/____/____	____/____/____	____/____/____
____/____/____	____/____/____	____/____/____	____/____/____
____/____/____	____/____/____	____/____/____	____/____/____
____/____/____	____/____/____	____/____/____	____/____/____

Problems (circle all that apply)

Missing Parts	Lack Of Tools	Missing Parts	Lack Of Tools	Missing Parts	Lack Of Tools	Missing Parts	Lack Of Tools
Poor Material	Rework	Poor Material	Rework	Poor Material	Rework	Poor Material	Rework

STOCK LOCATIONS:
WELDMENT:B16245-4 - TILT BEAM WELDMENT

Serial: _____

Quantity: _____

Step #: 3

Route ID: W4272

Route Name: Small weld

Std Time: 30 (min)

Welder 1 Badge #

Welder 2 Badge #

Welder 3 Badge #

Welder 4 Badge #

DATE / DURATION	DATE / DURATION	DATE / DURATION	DATE / DURATION
/	/	/	/
/	/	/	/
/	/	/	/
/	/	/	/

Problems (circle all that apply)

Missing Parts	Lack Of Tools	Missing Parts	Lack Of Tools	Missing Parts	Lack Of Tools	Missing Parts	Lack Of Tools
Poor Material	Rework	Poor Material	Rework	Poor Material	Rework	Poor Material	Rework
