



Targeting Affordability and Controlling Cost Growth through Should-Cost Analysis

June 2011



Anthony A DeMarco
President, PRICE Systems, L.L.C.
17000 Commerce Parkway – Suite A
Mt. Laurel, NJ 08054
856.608.7214

Anthony.DeMarco@PRICESystems.com

Presented at the 2011 ISPA/SCEA Joint Annual Conference and Training Workshop - www.iceaaonline.com

Secretary Carter Memorandum



On September 14th 2010 The Honorable Ashton B. Carter; Under Secretary of Defense for Acquisition, Technology and Logistics, released a memorandum addressed to the acquisition professionals of the Department of Defense. The primary thrust of the memorandum was the current need for greater efficiency and productivity in defense spending.

Secretary Carter provided guidance organized into five initiatives ¹:

- Target Affordability and Control Cost Growth
- Incentivize Productivity and Innovation in Industry
- Promote Real Competition
- Improve Tradecraft in Services Acquisition
- Reduce Non-Productive Processes and Bureaucracy.

Notes: 1 - Memorandum for Acquisition Professionals: SUBJECT: Better Buying Power for Obtaining Greater Efficiency and Productivity in Defense Spending (Washington, D.C Sep 14 2010).

2 - Memorandum for Secretaries of the Military Departments / Directors of the Defense Agencies: SUBJECT: Implementation Directive for Better Buying Power – Obtaining Greater Efficiency and Productivity in Defense Spending (Washington, D.C Nov 3 2010).

Secretary Carter's Guidance Summarized



Initiative #1

- Focus on affordability
- Drive to obtain cost control
- Improve production rates

Use Will Cost / Should Cost Management to drive productivity

- Use should cost analysis to negotiate productivity improvements
- Scrutinize every element of program cost to assess the contractor's ability to reduce cost year to year



Guidance Roadmap

Target Affordability and Control Cost Growth

- Mandate affordability as a requirement
 - At Milestone A set affordability target as a Key Performance Parameter
 - At Milestone B establish engineering trades showing how technology design features drive the target cost

Drive productivity growth through Will Cost/Should Cost management

- Limit redundancy within warfighter profiles
- Make production rates economical and hold them stable
- Set shorter program timelines and manage to them

Incentivize Productivity & Innovation in Industry

- Reward contractors for successful supply chain and indirect expense management
- Increase the use of FPIF contract type where appropriate using a 50/50 share line and 120 percent ceiling as a point of departure
- Adjust progress payments to incentivize performance
- Extend the Navy's Preferred Supplier Program to a DoD-wide pilot
- Reinvigorate industry's independent research and development and protect the defense technology base

Promote Real Competition

- Present a competitive strategy at each program milestone
- Remove obstacles to competition
 - Allow reasonable time to bid
 - Require non-certified cost and pricing data on single offers
 - Require open system architectures and set rules for acquisition of technical data rights
- Increase dynamic small business role in defense marketplace competition

Improve Tradecraft in Services Acquisition

- Create a senior manager for acquisition of services in each component, following the Air Force's example
- Adopt uniform taxonomy for different types of services
- Address causes of poor tradecraft in services acquisition
 - Assist users of services to define requirements and prevent creep via requirements templates
 - Assist users of services to conduct market research to support competition and pricing
 - Enhance competition by requiring more frequent re-compete of knowledge-based services
 - Limit the use of time and materials and award fee contracts for services
 - Require that services contracts exceeding \$1B contain cost efficiency objectives
- Increase small business participation in providing services

Reduce Non-Productive Processes and Bureaucracy

- Reduce the number of OSD-level reviews to those necessary to support major investment decisions or to uncover and respond to significant program execution issues
- Eliminate low-value-added statutory processes
- Reduce by half the volume and cost of internal and congressional reports
- Reduce non-value-added overhead imposed on industry
- Align DCMA and DCAA processes to ensure work is complementary
- Increase use of Forward Pricing Rate Recommendations (FPRRs) to reduce administrative costs

Sept 14, 2010

Definitions

Should Cost (Analysis)

- Approximation of a contract-price, developed by the customer's accounting, engineering, procurement, and other costing staff. The staff conducts a thorough, in-depth review of the contractor's plan to identify and eliminate inefficiencies and diseconomies, and quantifies their effect on the total cost of the project. The resulting cost figure is the should-cost estimate. ¹

- A type of contract Pricing that employs an integrated team of Government Procurement cost and contract administration, auditors, and Engineering representatives to conduct a cost review and Evaluation of a program at the contractor's plant. Its purpose is to identify efficient practices in the contractor's management and operations, to quantify their impact on cost, and to develop a realistic price objective for Negotiations. The results of the should cost effort. ²

Will Cost Estimate

- Contract pricing based on what the bidder is expected to do a particular job within a specified timeframe. Such projections are based on historical cost data and, therefore, require analysis to eliminate the likelihood of cost overruns. ¹

Should Cost Estimate

- An Estimate of contract price which reflects reasonably achievable contractor Efficiency, and is developed by a Should Cost analysis at a contractor's plant. ²

Practical Guidance on using Should Cost / Will Cost analysis to achieve efficiencies and affordability

Notes: 1 – Should Cost Definition Retrieved December 3, 2010, from Business Dictionary:

<http://www.businessdictionary.com/definition/should-cost-estimate.html> & <http://www.businessdictionary.com/definition/will-cost.html>

2 - "Should Cost" Analysis Literature Review; Tomeka Williams, Professor Of Business-Cost and Financial Management

Defense Acquisition University-CNE. Retrieved December 3, 2010, from DAU Acquisition Community Connection –:

<https://acc.dau.mil/CommunityBrowser.aspx?id=399121>

Definitions from “Financial Management Hot Topics” February 22, 2011



Will Cost vs Should Cost

- **Will Cost**
 - Most likely cost (at least at the 50% confidence level)
 - ICE/POE
 - APB/SAR
 - Budget
- **Should Cost**
 - Not the same as the FAR definition of “Should Cost”
 - Challenge all aspects of program costs to do better
 - Challenge learning curves
 - Challenge overhead costs
 - Look for cost reduction initiatives (e.g., labor hours, materials, processes, CDRLs)
 - Component breakout
 - Prototype/Production quantities
 - MYP
 - Shorten time to develop/build

Roberta Tomasini
Professor of Financial Management
Defense Acquisition University
roberta.tomasini@dau.mil
703-805-3764

Should Cost Modeling¹



● Definition

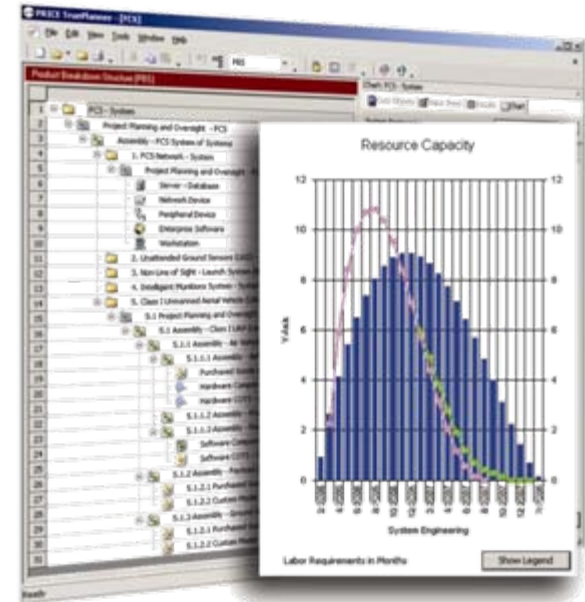
Should cost modeling is the process of determining what a product should cost based upon its component raw material costs, manufacturing costs, production overheads, and reasonable profit margins.

● Why Use Parametric Cost Modeling?

- Speed, Accuracy, top-level parameters
- Lower cost over traditional methods
- Provides ability to conduct sensitivity analysis gaining greater insight into cost drivers
- Product-oriented WBS** allows identification and simulation of efficiencies

● Issues Associated Cost Modeling

- Most cost modeling vendors are hardware parts and commodity oriented (material costs account for 70% hardware costs)
- Requires data collection and mining



Note: 1 - *Should-Cost Modeling*. Retrieved December 3, 2010, from Sourcing Innovation: <http://blog.sourcinginnovation.com/2006/08/22/shouldcost-modeling.aspx>

Agile, parametric models are essential!

Product Breakdown Structure

- Should Cost Example
 - System X
 - System X Software
 - Dev_Component_SW_Comp_1
 - Dev_Component_SW_Comp_2
 - COTS_Component_SW_Comp_3
 - System X Hardware
 - Processing Box
 - Data Link Box
 - Contractor Logistics Support
 - Sustaining Engineering
 - Spares Management
 - Field Support

Input Sheet: System X

System X

Cost: \$23,941,931 98.23% Labor Requirement: 85,685.66 Hours

Project Cost: \$24,373,816 Project Labor Requirement: 89,047.22 Hours

Worksheet Set: <Inherited>

	Value	Units	Spread	Notes
1 Start Date	1/1/...			
2 1 Quantity Per Next Higher Level	1.00			
3 1 Number of Prototypes	0.00			
4 1 Number of Production Units	452			
5 1 Number of System Deployments	Custom - ...			
6 -				
7 Operating Specification	1.80			
8 Multiple Site Development	1.0			
9 Vendor Interface Complexity	No ve...			
10 Project Complexity Factor	50.00			
11 -				
12 Number of Equivalent Requirements	25.00			
13 Requirements Stability	Stable...			
14 Number of Unique Interfaces	4.00			
15 Number of Vendors	0.00			
16 Number of Operational Scenarios	1.00			
17 Life Cycle Inputs -----				
18 Maintenance Concept	12.R...			
19 Equipment Supply Points	5			
20 Organization Supply Points	0			
21 Intermediate Supply Points	0			
22 Depot Supply Points	1			
23 Organization Maintenance Points	5			
24 Intermediate Maintenance Points	0			
25 Depot Maintenance Points	1			
26 Number of Operational Hours	50.00			

Callout 1: Create A WBS which accounts for all aspects of the program

Callout 2: Determine correct number of production and prototype units

Callout 3: Set program factors in accordance with historical data or assumptions

Callout 4: Set Life Cycle / Logistics factors in accordance with program plan, historical data or assumptions

5

Steps to Targeting Affordability and Controlling Cost Growth through **Should-Cost Analysis**

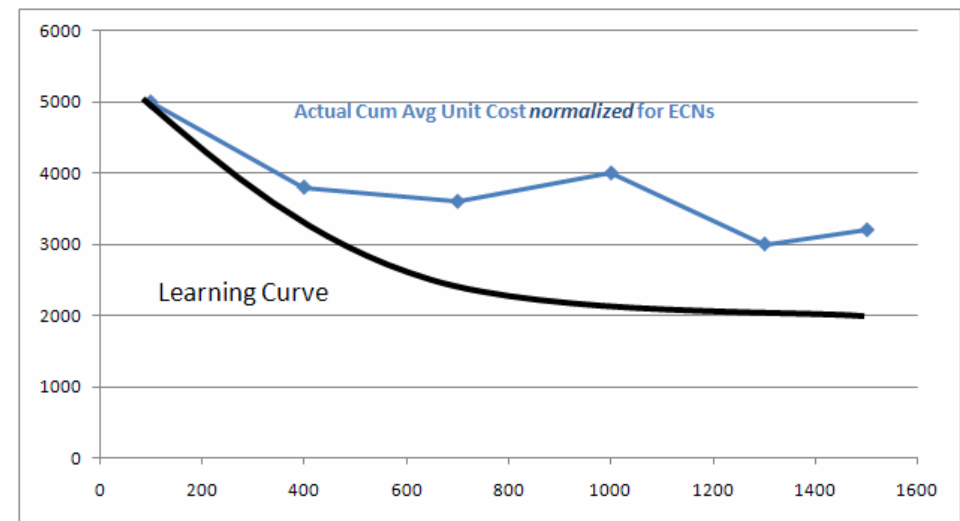
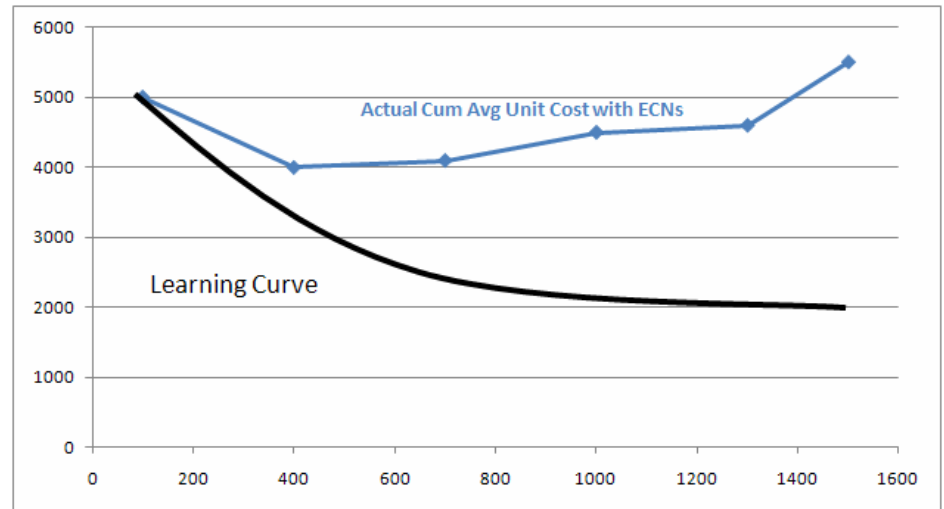
1. **Establish Will Cost** using
 - a) Contract price
 - b) Models that leverages supplier's actual productivity history to simulate most-likely-cost at 50% confidence level
2. **Establish Should Cost** using models that
 - a) simulate best practices applied to your program or item
 - b) simulate desired objectives, i.e.; weight reduction
3. **Identify CRIs - Work with suppliers to determine specific cost reduction initiatives (CRIs) that drive efforts a Should Cost target**
4. **Incentivize suppliers to realize subsequent phase CRIs with Award Fees**
5. **Create a Should Cost glide path and implement a continuous process that uses models to track CRIs results over time**

2

Example: Using Learning Curve and ECN Modeling to Establish **Should Cost***

- Track supplier's cumulative average unit cost over product lots
- Use models to determine cost of engineering change notices (ECNs) and normalize average unit costs
- Use learning curve to determine **Should Cost**

**taken from Lockheed Martin Tactical Aircraft Supplier Assessment using PRICE H, 1997*



2

Example: Using Models to simulate best practices to establish **Should Cost***

- Identify an analogous system/item that employs best practices
- Use models to recast system/item in target operating environment and other specifics
- Present findings to supplier and determine a fair **Should Cost** target

**taken from Global Positioning System (GPS) and the use of Parametrics, LT COL Latterman, USAF 1992; Approach saved the program millions of dollars*

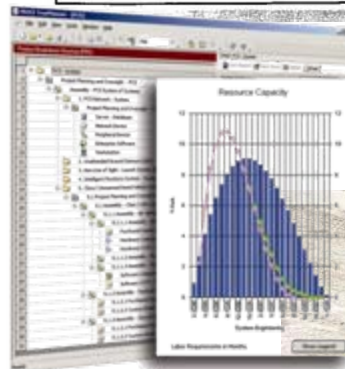


2

Example: Using Models to simulate best practices to establish **Should Cost***

- Publically available information used to model best commercial practice for GPS handheld receiver
- Used PRICE models to recast receiver in military operating environment and other requirements
- Presented findings to supplier and determined a fair **Should Cost** target

**taken from Global Positioning System (GPS) and the use of Parametrics, LT COL Latterman, USAF 1992; Approach saved the program millions of dollars*

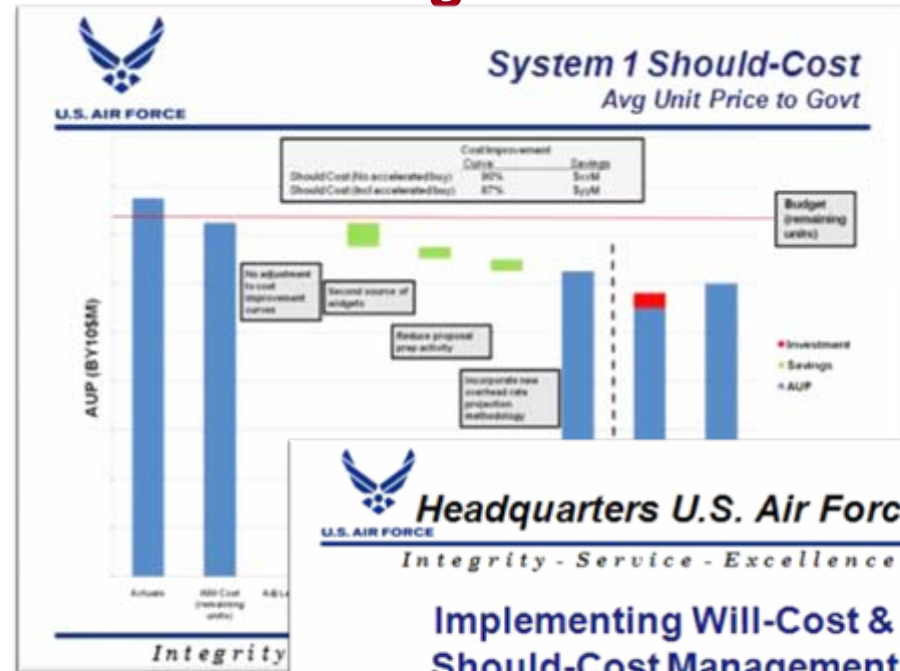


3

Identify CRIs - Work with suppliers to determine specific cost reduction initiatives (CRIs) that drive efforts a **Should Cost** target

What if...

- **Aluminum vs. Titanium?**
- **7 production lots of 100 over 7 years vs. 3 production lots of 250 500 over 7 years?**
- **No gaps between lots vs. 5 month gap between lots?**
- **Weight is increased?**



Headquarters U.S. Air Force
Integrity - Service - Excellence

Implementing Will-Cost & Should-Cost Management

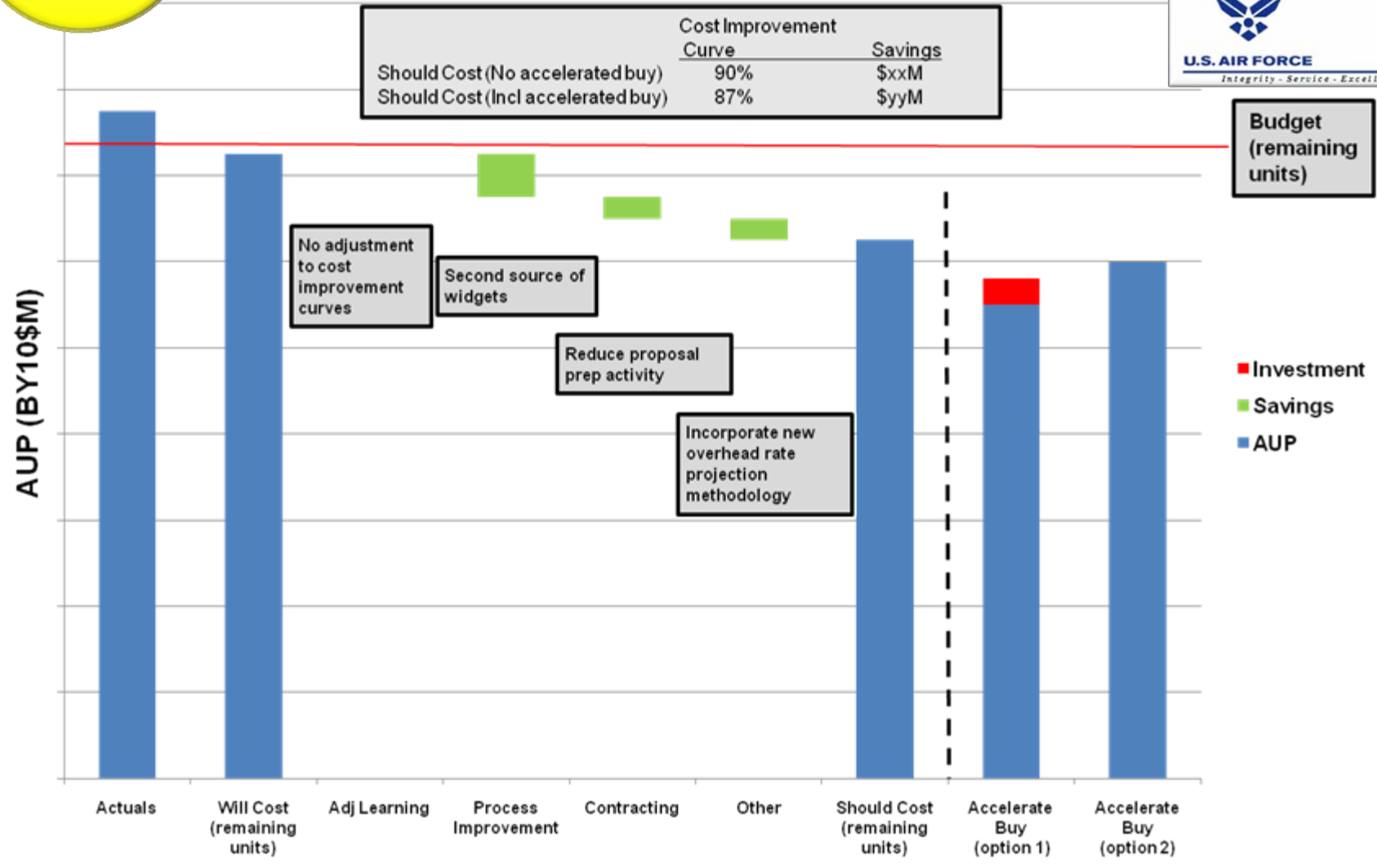
Presented by
Rebecca L. Davies, SES
Director, AF PM&AE
Ranae Woods, SL
Technical Director, AFCAA
February 16, 2011

U.S. AIR FORCE
Integrity - Service - Excellence

3

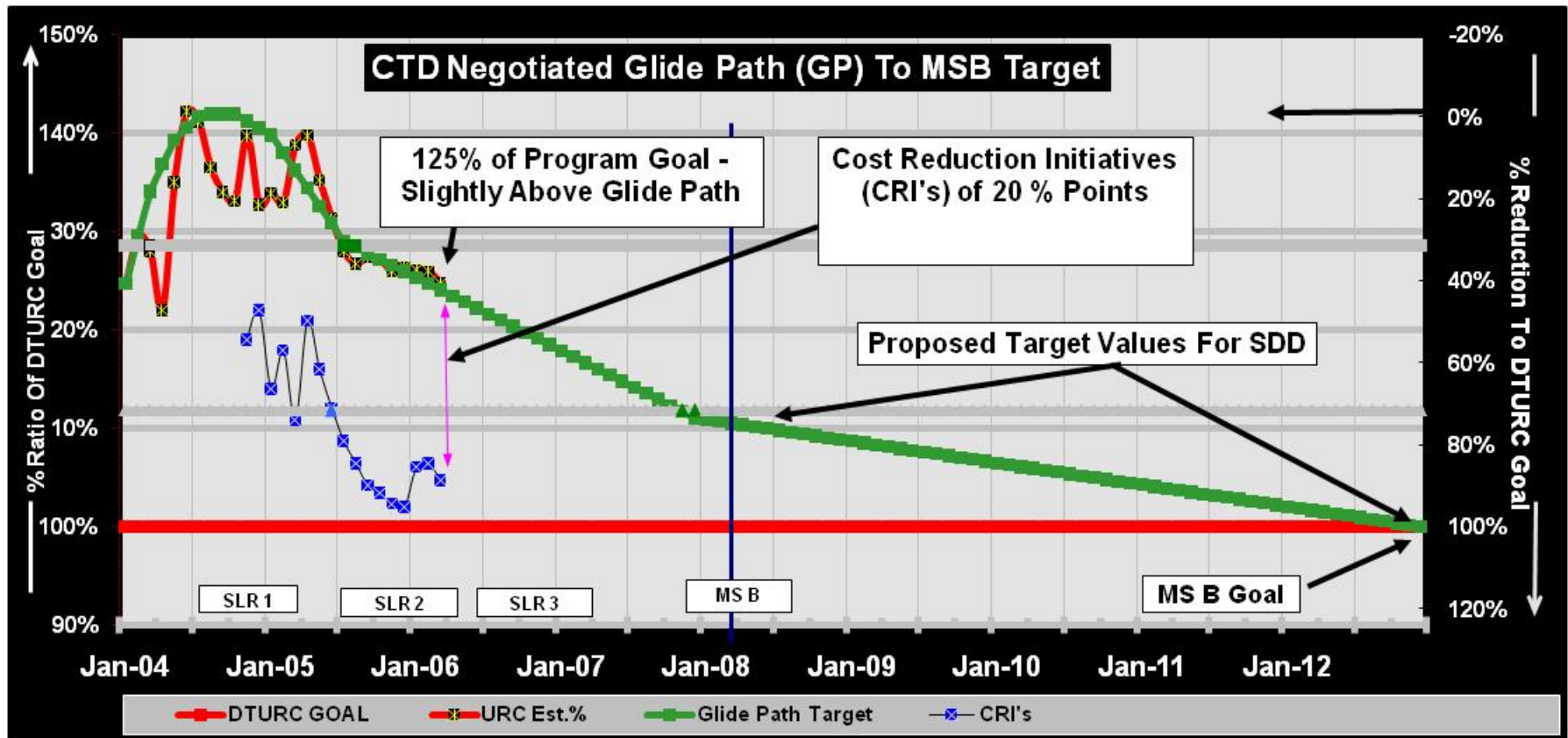
System 1 Should-Cost Average Unit Price to Government

	Cost Improvement Curve	Savings
Should Cost (No accelerated buy)	90%	\$xxM
Should Cost (Incl accelerated buy)	87%	\$yyM



3

Identify CRIs - Work with suppliers to determine specific cost reduction initiatives (CRIs) that drive efforts a **Should Cost** target



Taken from Army Program awarded Army CAIV Program of the Year 1998

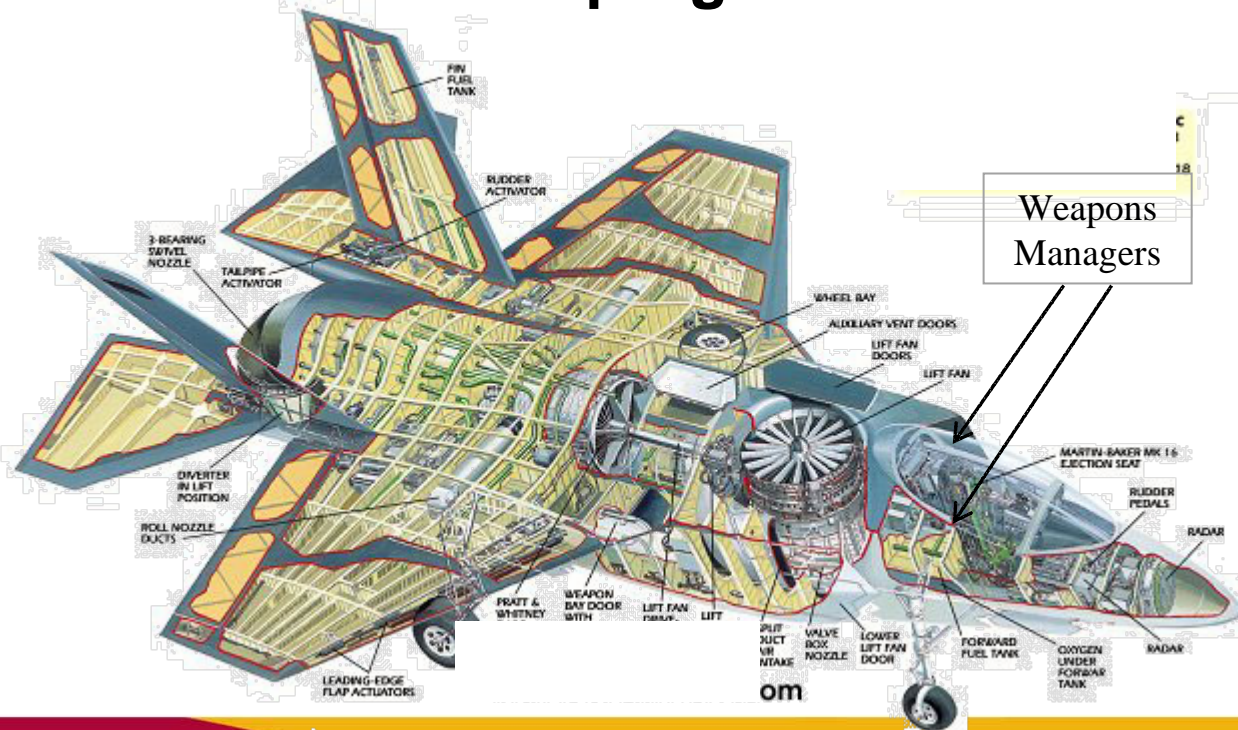
3

Should Cost Example

Weapons Manager - flexible remote interfacing product tailored to Jet Fighter AC & Weapons distributed I/O management and actuation control.

- Sanitized Data from an actual program

- Cost Savings Opportunity via Technology Refreshes – 4 times over 52 year operating period.



3

Baseline (Will Cost)

- **Development for 15 prototype & 2880 production A/C (SW & HW).**
 - LRIP followed by full scale production of first lot.
 - 4 lots of multi-year (5) buys follow
- **10 – 15 hour per month average A/C operation over 50 years.**
- **Contractor repair of unit failures.**

3

Opportunity (Should Cost)

- **Development for 15 prototype & 140 production A/C (SW & HW); LRIP & full scale production of first lot only.**
- **4 technology refresh developments (2 A/C prototype systems for each) followed by full scale production quantities of: 760, 970, 780, and 230.**
- **10 – 15 hour per month average A/C operation over 50 years.**
- **Contractor repair of unit failures.**

3

Baseline (Will Cost) Estimate Structure

The screenshot displays the PRICE TruePlanning interface. On the left, a tree view shows the 'Fighter Aircraft' structure, with 'Weapons Manager Baseline' highlighted at level 51. On the right, the 'Results' pane shows a table for the 'Weapons Manager Baseline' costs.

Weapons Manager Baseline				
Cost:	\$393,486,349	0.05%	Labor Requirement:	1,676,384.30 Hours
Project Cost:	\$771,384,437,207		Project Labor Requirement:	1,317,002,356.40 Hours
Row:	Activity Name	Column:	Phase	<input checked="" type="checkbox"/> Include Children
Costs : Weapons Manager Baseline Currency in USD (\$) (as spent)	Total	Development	Production	Operation & Support
8 System Design	115,461	115,461		
9 Development Engineering	2,551,345	2,551,345		
10 Development Manufacturing	2,455,418	2,455,418		
11 Development Tooling and Test	584,115	584,115		
12 Production Engineering	181,838		181,838	
13 Production Manufacturing	118,674,143		118,674,143	
14 Production Tooling and Test	18,631,666		18,631,666	
15 Software Integration and Test	0	0		
16 System Integration and Test	0	0		
17 Operational Test and Evaluation	257,591	257,591		
18 Assembly Operation and Support	1,974,112			1,974,112
19 Development First Article Milestone	0	0		
20 Production First Article Milestone	0		0	
21 Support Equipment Procurement	0		0	
22 Support Equipment Maintenance	0			0
23 Initial Spares Procurement	1,164,601		1,164,601	
24 Replenishment Spares Procurement	27,741,815			27,741,815
25 Maintenance	6,807,508			6,807,508

3

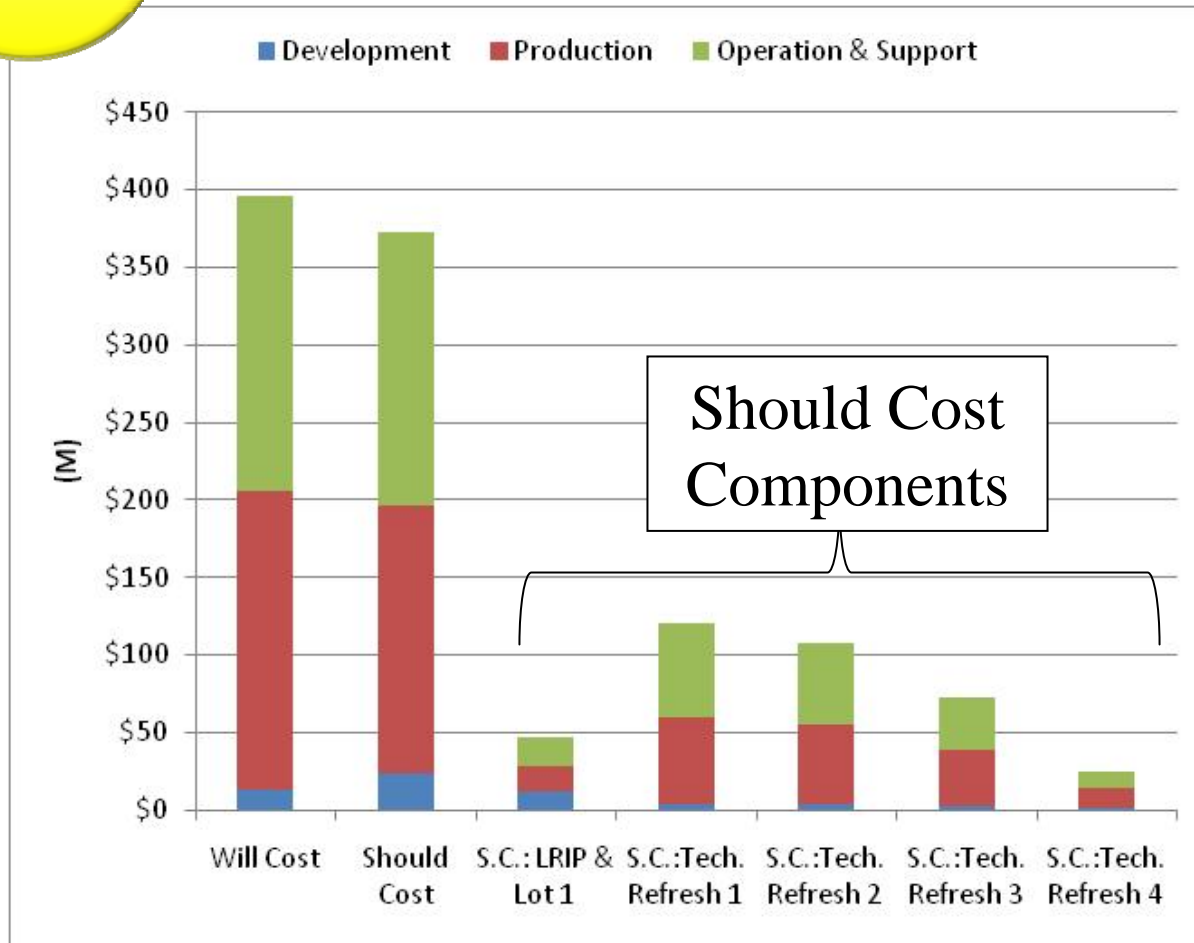
Opportunity (Should Cost) Estimate Structure

The screenshot displays the PRICE TruePlanning interface. On the left, the 'Product Breakdown Structure' tree shows a hierarchy of components. The 'Weapons Manager Technology Refresh Option' is highlighted in yellow and circled in red. On the right, the 'Results' pane shows a table of costs for this option, broken down by phase: Development, Production, and Operation & Support.

Row	Activity Name	Total	Development	Production	Operation & Support
8	System Design	182,514	182,514		
9	Development Engineering	4,357,298	4,357,298		
10	Development Manufacturing	3,293,055	3,293,055		
11	Development Tooling and Test	852,145	852,145		
12	Production Engineering	608,938		608,938	
13	Production Manufacturing	116,515,498		116,515,498	
14	Production Tooling and Test	12,873,789		12,873,789	
15	Software Integration and Test	0	0		
16	System Integration and Test	0	0		
17	Operational Test and Evaluation	405,230	405,230		
18	Assembly Operation and Support	1,480,054			1,480,054
19	Development First Article Milestone	0	0		
20	Production First Article Milestone	0		0	
21	Support Equipment Procurement	0		0	
22	Support Equipment Maintenance	0			0
23	Initial Spares Procurement	1,444,063		1,444,063	
24	Replenishment Spares Procurement	26,137,399			26,137,399
25	Maintenance	5,327,262			5,327,262

3

Results

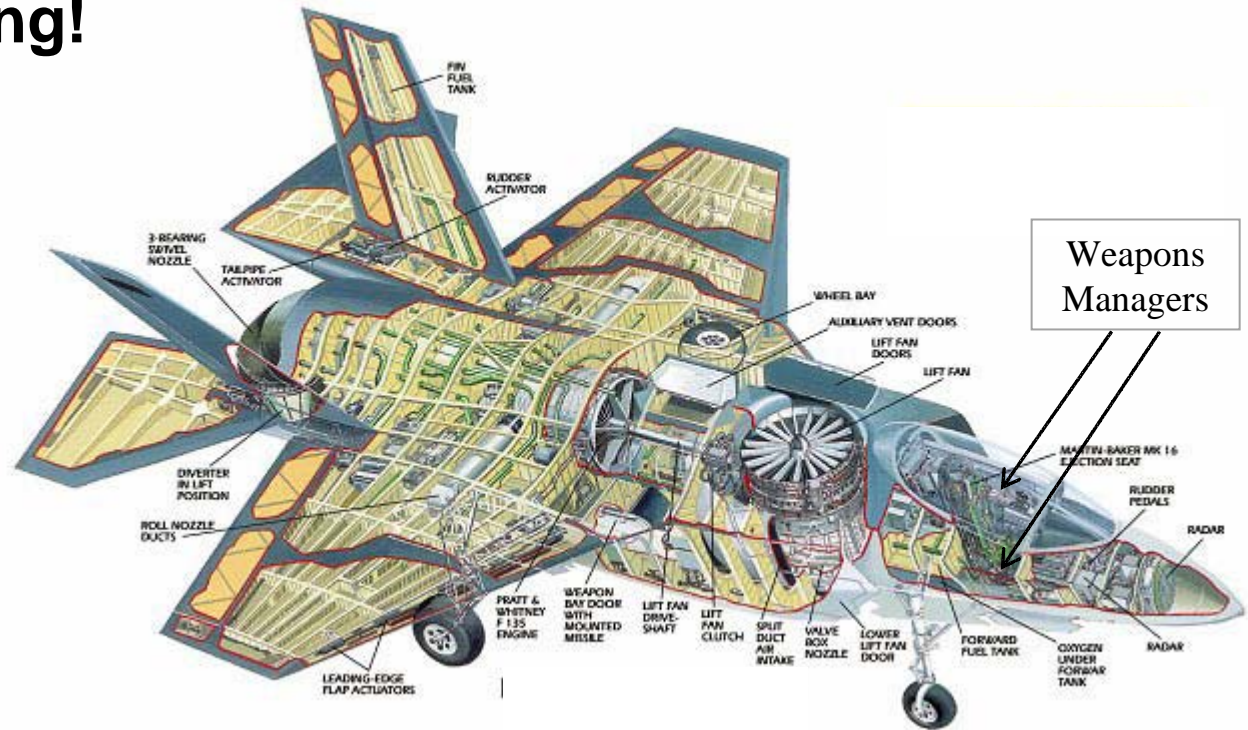


- \$11M additional Dev to save \$20M Prod & \$14M O&S.
- Is a Net Savings of \$23M (approx. 6%) over 50+ years really an exciting opportunity?

3

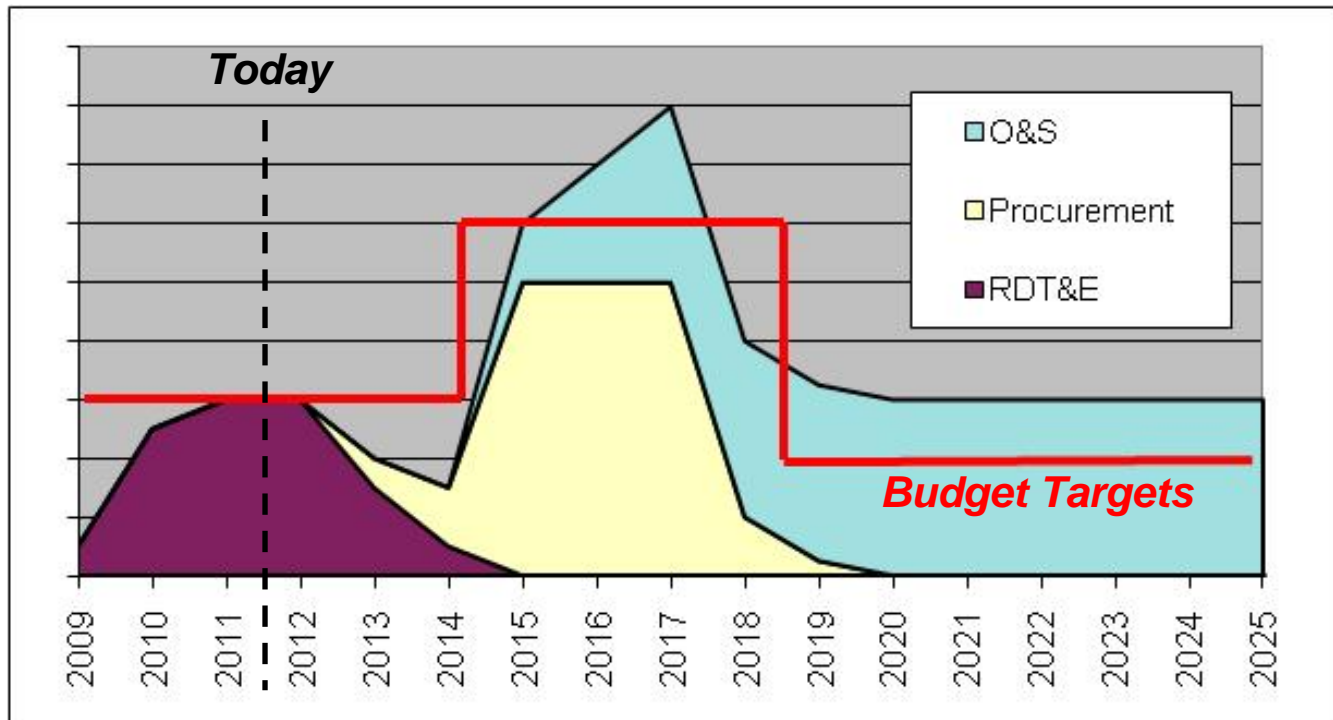
Bigger Picture

- A/C could be an \$800B program.
- If only 25% of it can achieve 6% savings, the net would be \$12B - \$3B more than the 2011 operating budget of Toronto – that's getting exciting!



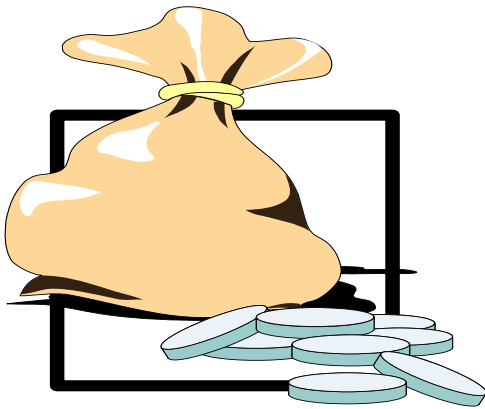
4

Incentivize suppliers to realize subsequent phase CRIs with Award Fees



4

Incentivize suppliers to realize subsequent phase CRIs with Award Fees

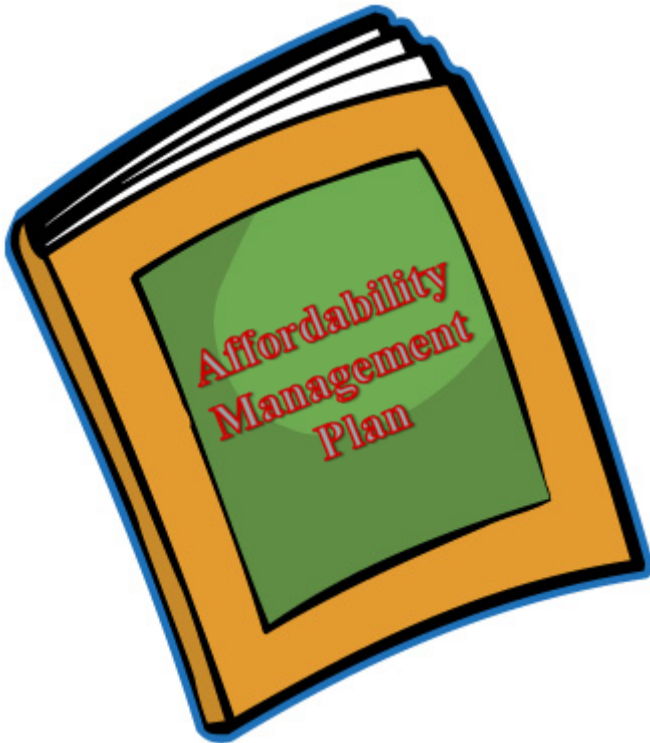


Army Program Example

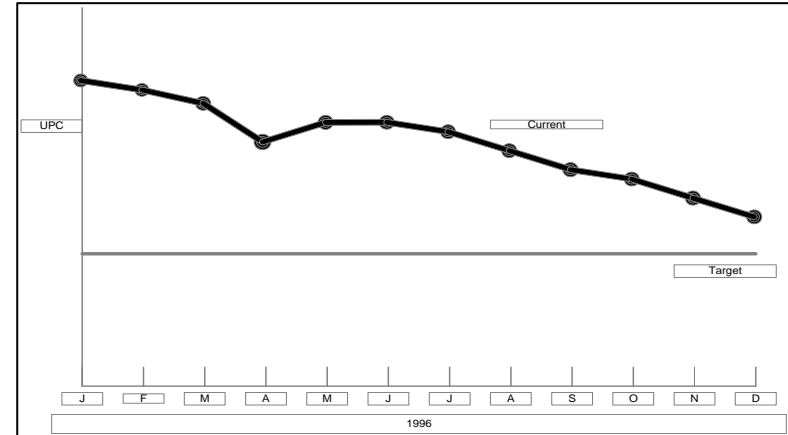
- **CPIF contract with an Award Fee incentive - up to 8%.**
- **Identifying Efficiencies & Affordability Management is an area of emphasis in the award fee criteria.**
- **Unearned award fee rolled over to look-back period at end of contract to provide long-term incentive.**
- **Three cost goals:**
 - Minimize Life Cycle Costs
 - Achieve Unit Rollaway Cost Goal
 - Control O&S cost drivers

5

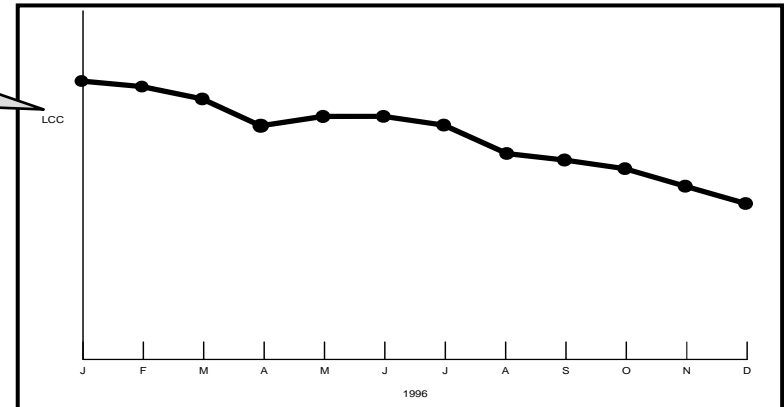
Create a **Should Cost** glide path and implement a continuous process that uses models to track results over time as CRIs are accomplished



UPC

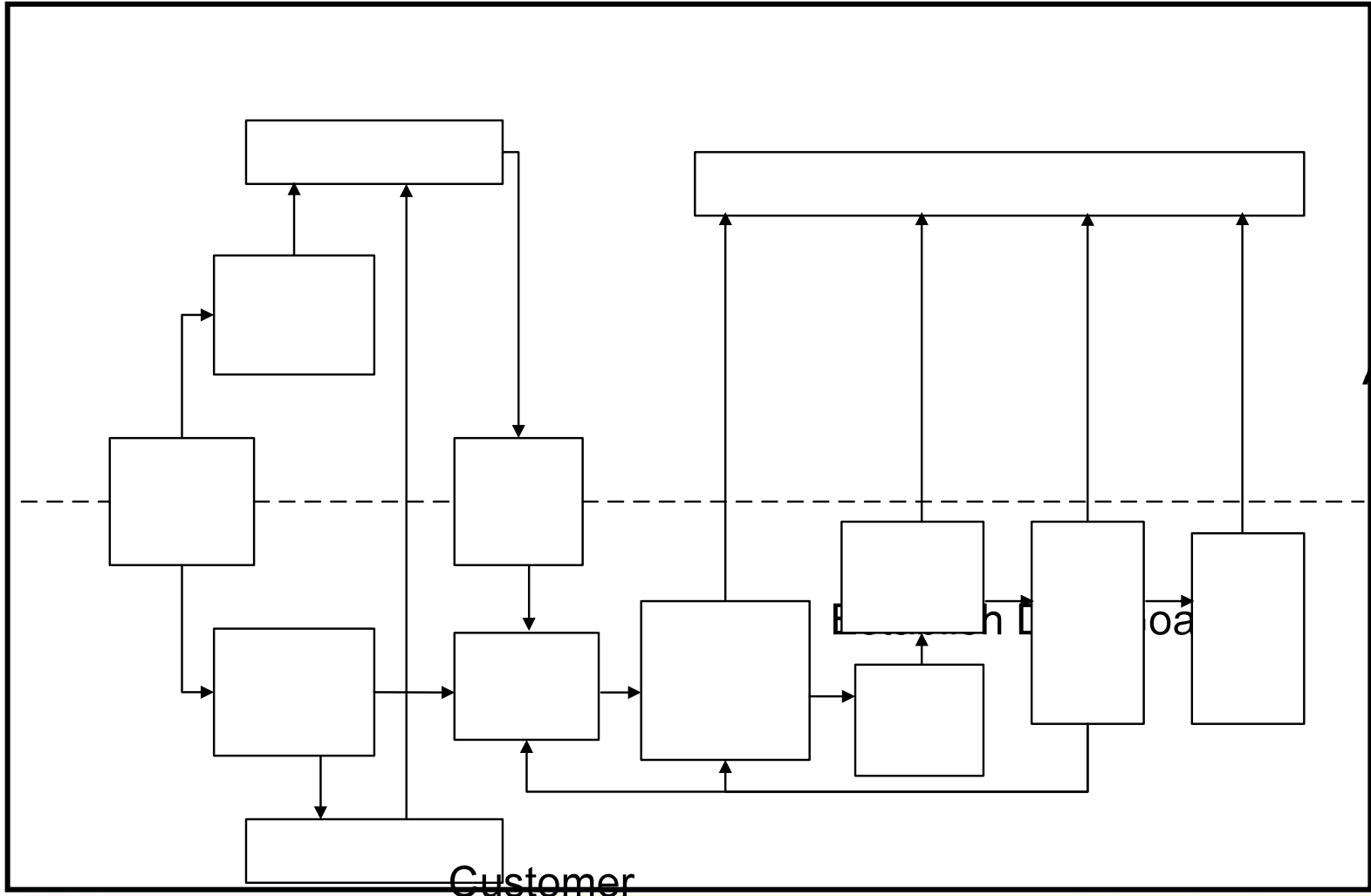


LCC



5

Create a **Should Cost** glide path and implement a continuous process that uses models to track results over time as CRIs are accomplished




5

Steps to Targeting Affordability and Controlling Cost Growth through **Should-Cost Analysis**

1. **Establish Will Cost** using
 - a) Contract price
 - b) Models that leverages supplier's actual productivity history to simulate most-likely-cost at 50% confidence level
2. **Establish Should Cost** using models that
 - a) simulate best practices applied to your program or item
 - b) simulate desired objectives, i.e.; weight reduction
3. **Identify CRIs - Work with suppliers to determine specific cost reduction initiatives (CRIs) that drive efforts a Should Cost target**
4. **Incentivize suppliers to realize subsequent phase CRIs with Award Fees**
5. **Create a Should Cost glide path and implement a continuous process that uses models to track CRIs results over time**

Summary

- Program Managers and Suppliers are challenged to identify efficiencies and manage affordability using **Will Cost** and **Should Cost** analysis
- Agile parametric models are necessary to rapidly analyze data, determine **Should Costs**, and identify efficiencies that drive savings
- There are many examples of success and reusable artifacts from these successes
- Common among the successes are  proven steps to successfully target affordability and control cost growth through **Should-Cost** analysis



Q & A



Presented at the 2011 ISPA/SCEA Joint Annual Conference and Training Workshop - www.iceaaonline.com