

CYCLE

4. GAMES PLAN



# **1. TRAINING OF TEAM**

• Team members are trained on proper portioning using Portion Chart

PLAN

Make a Plan. Exe

t SMART! Specific, Measurable, Achievable, Relevant, Time-Bou

- Portion Cups are FLUFFY not STUFFY
- Pizzas are checked for quality and correct portioning

### 2. DAILY / WEEKLY INVENTORY

- Daily inventories are done to identify food cost opportunities
- Weekly inventories are done to identify food cost opportunities

### **4. GAMES PLAN**

- GAMES Plan is developed for focus items and opportunities
- Red Dot process
- Focus items are added to daily inventory
- Team members are coached on "FLUFFY not STUFFY"
- Food Cost and portioning opportunities are discussed

# **5. SHIFT HUDDLES**

Posted inventories are analyzed items recounted if needed

# **3. ANALYZE RESULTS**

- Top Twenty Report is analyzed to identify inventory opportunities
- Team members understand how to read the Top 20 Report
- Top Twenty is posted with focus items circled

- Held daily to discuss key focus areas and goals
- Communicate Goals (Sales, AOS, Speed of Service)
- Review Food Cost (Top 20, Spoilage and Loss)
- Discuss "New News"

