

TABLE IX—BODY, LEG, AND FOOT MOTIONS

DESCRIPTION	SYMBOL	DISTANCE	LEVELED TIME TMU
Foot Motion—Hinged at Ankle. With heavy pressure. Leg or Foreleg Motion.	FM FMP LM	Up to 4" Up to 6" Each add'l. inch	8.5 19.1 7.1 1.2
Sidestep—Case 1—Complete when leading leg contacts floor.	SS-C1	Less than 12" 12" Each add'l. inch	Use REACH or MOVE Time 17.0 .6
Case 2—Lagging leg must contact floor before next motion can be made.	SS-C2	12" Each add'l. inch	34.1 1.1
Bend, Stoop, or Kneel on One Knee. Arise.	B,S,KOK AB,AS,AKOK		29.0 31.9
Kneel on Floor—Both Knees. Arise.	KBK AKBK		69.4 76.7
Sit. Stand from Sitting Position.	SIT STD		34.7 43.4
Turn Body 45 to 90 degrees— Case 1—Complete when leading leg contacts floor.	TBC1		18.6
Case 2—Lagging leg must contact floor before next motion can be made.	TBC2		37.2
Walk. Walk.	W-FT. W-P	Per Foot Per Pace	5.3 15.0

Crank 9 C 10-15 R(NT 75.2)
(Rev) (Down) - (lbs)

TABLE X—SIMULTANEOUS MOTIONS

REACH				MOVE				GRASP				POSITION				DISENGAGE		CASE	MOTION
A	B	C	D	A, Bm	B	C		G1A G2 G5	G1B G1C	G4	P1S	P1SS P2S	P1NS P2SS P2NS	D1E D1D	D2				
		W	O	W	O	W	O	W	O	W	O	E	D	E	D	E	D	A, E	REACH
E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	B	
	E	E	P	E	E	P	D	E	E	P	D	P	P	D	D	E	E	C, D	
		E	P	P	D	D	D	E	P	D	D	D	D	D	D	P	D	A, Bm	
			E	E	E	E	E	E	E	E	E	E	P	P	E	E	E	B	
				E	E	E	E	E	P	P	P	P	D	D	E	E	P	C	
					P	D	E	P	D	D	D	D	D	D	P	D	D	G1A, G2, G5	
						E	E	E	E	E	E	E	D	D	E	D	D	G1B, G1C	
							D	D	P	D	D	D	D	D	D	D	D	G4	
								D	D	D	D	D	D	D	D	D	D	P1S	
									D	D	D	D	D	D	D	D	D	P1SS, P2S	
										D	D	D	D	D	D	D	D	P1NS, P2SS, P2NS	
											D	D	D	D	D	E	E	D1E, D1D	
												D	D	D	D	E	E	D2	

E = EASY to perform simultaneously.
P = Can be performed simultaneously with PRACTICE.
D = DIFFICULT to perform simultaneously even after long practice. Allow both times.

MOTIONS NOT INCLUDED IN ABOVE TABLE

TURN—Normally EASY with all motions except when TURN is controlled or with DISENGAGE.
APPLY PRESSURE—May be EASY, PRACTICE, or DIFFICULT. Each case must be analyzed.
POSITION—Class 3—Always DIFFICULT.
DISENGAGE—Class 3—Normally DIFFICULT.
RELEASE—Always EASY.
DISENGAGE—Any class may be DIFFICULT if care must be exercised to avoid injury or damage to object.

*W= Within the area of normal vision.
 O= Outside the area of normal vision.
 **E=EASY to handle.
 D=DIFFICULT to handle.

METHODS-TIME MEASUREMENT APPLICATION DATA

SIMPLIFIED DATA

(All times on this Simplified Data Table include 15% allowance)

HAND AND ARM MOTIONS	BODY, LEG, AND EYE MOTIONS
REACH or MOVE TMU	TMU
1" 2	Simple foot motion..... 10
2" 4	Foot motion with pressure 20
3" to 12" 4 + length of motion over 12" 3 + length of motion (For TYPE 2 REACHES AND MOVES use length of motion only)	Leg motion 10
	Side step case 1..... 20
	Side step case 2..... 40
	Turn body case 1..... 20
	Turn body case 2..... 45
POSITION	Eye time..... 10
Fit Symmetrical Other	Bend, stoop or kneel on one knee..... 35
Loose 10 15	Arise..... 35
Close 20 25	Kneel on both knees..... 80
Exact 50 55	Arise..... 90
TURN—APPLY PRESSURE	Sit..... 40
TURN..... 6	Stand..... 50
APPLY PRESSURE.. 20	Walk per pace..... 17
GRASP	
Simple..... 2	
Regrasp or Transfer... 6	
Complex..... 10	
DISENGAGE	
Loose..... 5	
Close..... 10	
Exact..... 30	

1 TMU = .0001 hour
 = .0006 minute
 = .036 second

Methods Engineering Council

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Move Hand To Destination

TABLE I—REACH—R CD-B

Distance Moved Inches	Levelled Time TMU				Hand In Motion		CASE AND DESCRIPTION
	A	B	C or D	E	A	B	
	1	1.8	2.1	3.6	1.7	1.3	
2	3.7	4.3	5.9	3.8	2.8	2.7	
3	5.0	5.9	7.3	5.3	3.8	3.6	
4	6.1	7.1	8.4	6.8	4.9	4.3	
5	6.5	7.8	9.4	7.4	5.3	5.0	
6	7.0	8.6	10.1	8.0	5.7	5.7	B Reach to single object in location which may vary slightly from cycle to cycle.
7	7.4	9.3	10.8	8.7	6.1	6.5	
8	7.9	10.1	11.5	9.3	6.5	7.2	
9	8.3	10.8	12.2	9.9	6.9	7.9	
10	8.7	11.5	12.9	10.5	7.3	8.6	
12	9.6	12.9	14.2	11.8	8.1	10.1	C Reach to object jumbled with other objects in a group so that search and select occur.
14	10.5	14.4	15.6	13.0	8.9	11.5	
16	11.4	15.8	17.0	14.2	9.7	12.9	
18	12.3	17.2	18.4	15.5	10.5	14.4	
20	13.1	18.6	19.8	16.7	11.3	15.8	
22	14.0	20.1	21.2	18.0	12.1	17.3	D Reach to a very small object or where accurate grasp is required.
24	14.9	21.5	22.5	19.2	12.9	18.8	
26	15.8	22.9	23.9	20.4	13.7	20.2	
28	16.7	24.4	25.3	21.7	14.5	21.7	
30	17.5	25.8	26.7	22.9	15.3	23.2	
							E Reach to indefinite location to get hand in position for body balance or next motion or out of way.

Transport Object

TABLE II—MOVE—M

Distance Moved Inches	Levelled Time TMU			Hand In Motion B	Multiplying Factor		CASE AND DESCRIPTION
	A	B	C		Wt.	Factor	
	1	1.7	1.7		1.7	1.5	
2	3.6	4.2	4.2	2.7	1.00		
3	4.9	5.7	5.7	3.6	1.03		
4	6.1	6.9	7.3	4.3	1.03		
5	7.3	8.0	8.7	5.0	1.05		
6	8.1	8.9	9.7	5.7	1.05	B Move object to approximate or indefinite location.	
7	8.9	9.7	10.8	6.5	1.08		
8	9.7	10.6	11.8	7.2	1.08		
9	10.5	11.5	12.7	7.9	1.11		
10	11.3	12.2	13.5	8.6	1.11		
12	12.9	13.4	15.2	10.0	1.14	C Move object to exact location.	
14	14.4	14.6	16.9	11.4	1.14		
16	16.0	15.8	18.7	12.8	1.16		
18	17.6	17.0	20.4	14.2	1.19		
20	19.2	18.2	22.1	15.6	1.22		
22	20.8	19.4	23.8	17.0	1.22		
24	22.4	20.6	25.5	18.4	1.22		
26	24.0	21.8	27.3	19.8	1.25		
28	25.5	23.1	29.0	21.2	1.25		
30	27.1	24.3	30.7	22.7	1.25		

Turn Hand By Rotating Hand Wheel, forearm, about Axis of

Additional Force To Overcome Friction

TABLE III—TURN AND APPLY PRESSURE—T AND AP

Weight	Levelled Time TMU for Degrees Turned										
	30°	45°	60°	75°	90°	105°	120°	135°	150°	165°	180°
Small— 0 to 2 Pounds	2.8	3.5	4.1	4.8	5.4	6.1	6.8	7.4	8.1	8.7	9.4
Medium— 2.1 to 10 Pounds	4.4	5.5	6.5	7.5	8.5	9.6	10.6	11.6	12.7	13.7	14.8
Large— 10.1 to 35 Pounds	8.4	10.5	12.3	14.4	16.2	18.3	20.4	22.2	24.3	26.1	28.2

APPLY PRESSURE CASE 1—16.2 TMU. APPLY PRESSURE CASE 2—10.6 TMU

D.F.F. no. R. 2

Secret Control To Permit Next Element

TABLE IV—GRASP—G

Case	Levelled Time TMU	DESCRIPTION
1A	1.7	Pick Up Grasp—Small, medium or large object by itself, easily grasped.
1B	3.5	Very small object or object lying close against a flat surface. <i>RIA-MIB</i>
1C1	7.3	Interference with grasp on bottom and one side of nearly cylindrical object. Diameter larger than 1/4". <i>6-5 MIB 82</i>
1C2	8.7	Interference with grasp on bottom and one side of nearly cylindrical object. Diameter 1/4" to 1/2". <i>RID MIB RIA MIB</i>
1C3	10.8	Interference with grasp on bottom and one side of nearly cylindrical object. Diameter less than 1/4". <i>RISE MIB RIA MIB</i>
2	5.6	Regrasp. <i>RIA RIA MIB</i>
3	5.6	Transfer Grasp. <i>RIA 23 RIF</i>
4A	7.3	Object jumbled with other objects so search and select occur. Larger than 1" x 1" x 1". <i>RISE CIA</i>
4B	9.1	Object jumbled with other objects so search and select occur. 1/4" x 1/4" x 1/8" to 1" x 1" x 1". <i>RISE CIA</i>
4C	12.9	Object jumbled with other objects so search and select occur. Smaller than 1/4" x 1/4" x 1/8". <i>RISE CIA 82</i>
5	0	Contact, sliding or hook grasp.

TABLE V—POSITION*—P *align, orient, engage*

HANDLING	CLASS OF FIT	SYMMETRY			
		S	SS 45°	NS 90°	
Easy To Handle	1—Loose	No pressure required. <i>align</i>	5.6	9.1	10.4
	2—Close	Light pressure required. <i>APD</i>	16.2	19.7	21.0
	3—Exact	Heavy pressure required. <i>APD</i>	43.0	46.5	47.8
Difficult To Handle	1—Loose	No pressure required.	11.2	14.7	16.0
	2—Close	Light pressure required.	21.8	25.3	26.6
	3—Exact	Heavy pressure required.	48.6	52.1	53.4

*Distance moved to engage—1" or less.

TABLE VI—RELEASE—RL *Relinquish Control*

Case	Levelled Time TMU	DESCRIPTION
1	1.7	Normal release performed by opening fingers as independent motion.
2	0	Contact Release.

TABLE VII—DISENGAGE—D *Recall, Start Contact*

Easy to Handle	Difficult to Handle	CLASS OF FIT
4.0	5.7	1—Loose—Very slight effort, blends with subsequent move.
7.5	11.8	2—Close—Normal effort, slight recoil.
22.9	34.7	3—Tight—Considerable effort, hand recoils markedly.

TABLE VIII—EYE TRAVEL TIME AND EYE FOCUS—ET AND EF

$$\text{Eye Travel Time} = 15.2 \times \frac{T}{D} \text{ TMU.}$$

where T = the distance between points from and to which the eye travels.
D = the perpendicular distance from the eye to the line of travel, with a maximum value of 20 TMU.

$$\text{Eye Focus Time} = 7.3 \text{ TMU.}$$