DCMA 14-point schedule assessment

What each metric actually tells you, and what to do first when it breaches.

Thresholds are tripwires for questions, not automatic failures.
Every breach needs an explanation. Not every breach needs a change. Applies to incomplete, discrete, non-summary tasks unless noted.

#	METRIC	THRESHOLD	WHAT A BREACH USUALLY MEANS	FIRST MOVE
1	**Missing logic**	**< 5%**	Dangling tasks. Dates cannot respond when something upstream moves.	Trace every open task to a driving predecessor and a real successor. Start nearest the critical path.
2	**Leads (negative lag)**	**0%**	Hidden overlap. Float is distorted everywhere downstream.	Replace each lead with a decomposed predecessor. Never fix it by shortening the driver.
3	**Lags**	**< 5%**	Unstatusable invisible work sitting inside the network.	Convert any lag over five days into a discrete task someone owns and statuses.
4	**Relationship types**	≥ **90% FS**	SS and FF overuse conceals true sequence. SF is almost never legitimate.	Justify every non-FS link in writing. Delete every SF.
5	**Hard constraints**	**< 5%**	Logic has been overridden. Slips are masked rather than shown.	Keep constraints only for contract-directed dates. Everything else becomes logic.
6	**High float (> 44d)**	**< 5%**	Usually missing logic rather than genuine schedule flexibility.	Treat high float as a logic defect until proven otherwise.
7	**Negative float**	**0**	The plan does not support the contract dates. Full stop.	Build a get-well plan. Do not constrain the finish date to hide it.
8	**High duration (> 44d)**	**< 5%**	Insufficient decomposition as the rolling wave opens.	Break into work packages under 44 days as the planning window arrives.
9	**Invalid dates**	**0**	Forecasts in the past or actuals in the future. Statusing hygiene.	Fix status date discipline first. This is a process failure, not a schedule failure.
10	**Missing resources**	**0 when required**	Cost and schedule are disconnected from each other.	Confirm a resource-loaded IMS is actually on contract before chasing this one.
11	**Missed tasks**	≤ **5%**	Either the baseline was never realistic or execution is behind.	Separate the two. A bad baseline and a late team need opposite fixes.
12	**Critical path test**	**Pass**	Network integrity is broken somewhere between start and finish.	Inject a 600-day slip on a critical task. If the end date does not move, the network is broken.
13	**CPLI**	≥ **0.95**	On-time finish is not realistic. Below 1.0 means negative float pressure.	A CPLI trending down across three periods matters more than any single reading.
14	**BEI**	≥ **0.95**	Throughput is running below plan.	Compare BEI against CPI. Divergence tells you whether the problem is cost or execution.

THE TWO INDICES

CPLI (critical path length + total float) ÷ critical path length
Measures whether the finish date is achievable.

BEI tasks completed ÷ tasks baselined to complete
Measures whether the team is keeping pace with the plan.

WHAT ALL FOURTEEN METRICS WILL STILL MISS

A schedule can score green on every metric above and still be unusable. None of the fourteen tests any of the following.

SCOPE COMPLETENESS

Nothing checks the IMS against the SOW or WBS. Half the statement of work can be absent and all fourteen metrics stay green.

DURATION CREDIBILITY

Every duration in the file can be a guess. The metrics only test that durations are short, never that they are defensible.

INTEGRATION QUALITY

Logic presence is measured. Logic correctness is not. A fully linked network can still describe work in the wrong order.

GAMED THROUGHPUT

BEI rises when easy tasks finish early. Read it against the critical path, not on its own.

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