SOLUTIONS TO END-OF-CHAPTER QUESTIONS CHAPTER 11

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RECALL AND REVIEW

>Question 11.1

(a) £230 direct material + £45 direct labour + £18 other direct costs per unit = £293 prime cost per unit

£293 prime cost per unit \times 1,500 units = £439,500 total prime cost

(b) £90,000 rent and rates \div 1,500 units of normal production = £60 overhead cost per unit £293 prime cost per unit + £60 overhead cost per unit = £353 production cost per unit

£353 production cost per unit \times 1,500 units of normal production = £529,500 total production cost

(c) £353 production cost per unit \times 1.20 = £423.60 selling price per unit

Question 11.2

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Absorption costing is simple and straightforward as it uses one single basis such as labour hours or machine hours to allocate overhead costs to products. However, as a consequence, it is not a very precise method of cost allocation as the same allocation basis is used for very different overhead costs and for very different products. Activity-based costing is a more complex approach to overhead allocation. Activity-based costs to cost pools rather than to departments. Overheads in those cost pools are then allocated to products on the basis of the amount of activity (cost drivers) that each product consumes during the production process. The main advantage of activity-based costing is that it produces more precise cost information which in turn results in more informed decisions.

>> DEVELOP YOUR UNDERSTANDING

>> Question 11.3

Absorption cost for one food processor

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Materials: £22,500 ÷ 2,000 food processors	11.25
Direct labour: $\pounds16,500 \div 2,000$ food processors	8.25
Direct expenses: £13,000 ÷ 2,000 food processors	6.50
Overhead allocation: 4.5 machine hours \times £4 per hour*	18.00
Total absorption cost of one food processor	44.00

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*Overhead absorption rate: £3,000,000 \div 750,000 machine hours = £4 per machine hour

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Selling price for one food processor: total absorption cost plus $50\% = \pounds44 \times 1.5 = \pounds66$

>>> Question 11.4

Printers Ltd print run

	£
Paper: 2,000 books \times 400 pages = 800,000 pages \div 2,500 pages \times £9 per 2,500 pages	2,880
Printing ink: 800,000 pages \div 20,000 \times £57.50	2,300
Covers: 2,000 books \times 66 pence per book	1,320
Finishing costs: 2,000 books \times 50 pence	1,000
Production workers: $200 \times \pounds 12.50$	2,500
Overheads: $\pounds500,000 \div 50,000,000$ pages $\times 800,000$ printed pages	8,000
Total cost for print run of 2,000 books	18,000

Selling price for printing 2,000 books: £18,000 × 1.25 = £22,500 = £11.25 for each book (£22,500 \div 2,000)

» Question 11.5

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Input	(a)	(b)	£
Fabric	£9.00 per shirt	Direct material	9.00
Thread and other direct materials	£0.30 per shirt	Direct material	0.30
Wages paid to sewing operators	£3.00 per shirt	Direct labour	3.00
Factory electricity and gas	£22,000 per annum	Indirect cost	1.10
Packaging materials	£0.20 per shirt	Direct material	0.20
Wages paid to packaging workers	£0.50 per shirt	Direct labour	0.50
Machinery repairs and maintenance	£20,000 per annum	Indirect cost	1.00
Factory rent	£50,000 per annum	Indirect cost	2.50
Total cost of production per shirt			17.60

Overhead allocation:

• Factory electricity and gas: £22,000 overhead ÷ 20,000 shirts = £1.10 per shirt produced.

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- Machinery repairs and maintenance: £20,000 overhead ÷ 20,000 shirts = £1.00 per shirt produced.
- Factory rent: £50,000 overhead ÷ 20,000 shirts = £2.50 per shirt produced.

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>>> Question 11.6

- (a) Total production cost for 20,000 shirts: £17.60 production cost per shirt \times 20,000 shirts sold = £352,000.
- (b) Profit on the sale of 20,000 shirts: (£20.00 selling price per shirt £17.60 production cost per shirt) \times 20,000 shirts sold = £48,000.
- (c) Selling price to make a profit of £60,000: £60,000 ÷ 20,000 shirts = £3.00 per shirt. Therefore, the selling price per shirt to make a total profit of £60,000 is £17.60 (total production cost of one shirt) + £3.00 (profit on the sale of one shirt) = £20.60. Proof: 20,000 shirts × £20.60 £352,000 total production cost = £60,000.

>>> Question 11.7

	Pro	duction departm	ents	Sup	port departmen	ts
	Line 1	Line 2	Line 3	IT	HR	Stores
	£	£	£	£	£	£
Costs	183,000	349,000	155,000	80,000	52,000	56,000
Usage of IT	20,000	24,000	24,000	(80,000)	8,000	4,000
Usage of HR	12,000	24,000	15,000	—	(60,000)	9,000
Usage of stores	17,250	31,050	20,700			(69,000)
Total costs	232,250	428,050	214,700			

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>>> TAKE IT FURTHER

>>>> Question 11.8

Applokia Limited

Part (a)	Variable cost	Fixed cost	Direct production cost	Production overhead	Period cost
Factory rent		\checkmark		\checkmark	
Factory manager's salary		\checkmark		\checkmark	
Administration salaries		1			\checkmark
Marketing costs		\checkmark			1
Plastic smart phone covers	\checkmark		\checkmark		
Quality control salaries		\checkmark		\checkmark	
Production line salaries		\checkmark	1		
Chip assemblies	\checkmark		\checkmark		
Administration office rent		\checkmark			1
Marketing office rent		\checkmark			1
Factory rates		\checkmark		\checkmark	
Power for production machinery	\checkmark		\checkmark		
Factory lighting and heating		\checkmark		\checkmark	
Administration lighting and heating		1			1
Marketing lighting and heating		\checkmark			1
Marketing department salaries		\checkmark			1
Batteries	\checkmark		1		
Machinery depreciation		1		1	

Variable costs: these are the costs that will vary directly in line with production. If you were at all unsure about which costs would be variable in this case, the way to determine if a cost is variable is to ask yourself if more of that cost will be incurred if another smart phone, another unit of production, is produced. In Applokia's case, each additional smart phone will require a plastic cover, a chip assembly, a battery and additional power for the production machinery to produce another smart phone. Therefore, these costs of production are entirely variable as they will increase or decrease directly in line with production.

Assembly line workers are paid a salary so these remain the same no matter how many or how few smart phones are produced. Thus, the assembly line workers' salaries, while being a direct cost of production (there will be no production without their input), are fixed rather than variable.

All other costs are fixed. Rent and rates will not vary in line with production and anyone paid a salary will receive the same salary no matter how many smart phones are produced or sold. Lighting and heating is best treated as a fixed cost as we noted in the case of Anna (Example 11.4) as it is not possible to allocate these costs to individual units of production.

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Part (b)

	£000
Prime cost	
Plastic smart phone covers	250
Chip assemblies for smart phones produced	1,498
Batteries	242
Production line workers' salaries	500
Power for production machinery	50
Total prime cost	2,540
Production overhead	
Factory rent	100
Factory manager's salary	38
Factory rates	47
Production machinery depreciation	37
Factory lighting and heating	43
Quality control salaries	75
Total production overhead	340
Total production cost (total prime cost + total production overhead)	2,880
Period costs	
Administration salaries	85
Administration office rent	25
Administration lighting and heating	5
Marketing lighting and heating	4
Marketing department salaries	51
Marketing office rent	20
Marketing costs	50
Total period costs	240
Total costs for September	3,120

Part (c)

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Total costs from part (b): £3,120,000

Total production in September from the question: 130,000 smart phones Total cost of one smart phone in September: £3,120,000 \div 130,000 = £24 Selling price = cost + 25% = £24 + (£24 × 0.25) = £30

Part (d)

If Applokia sells its smart phones for £27, it will make a profit on total cost of £27 – £24 = £3. This is equivalent to a margin on cost of £3 ÷ £24 × 100% = 12.50%. Proof that this is the correct answer: £24 + (£24 × 0.125) = £27

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>>>> Question 11.9

Part (a) Total production overheads to be allocated to the manufacturing and painting and finishing departments

The first task is to determine appropriate allocation bases for overheads. Using the information from the question, the following overhead bases would be the most suitable for each overhead:

- Machinery maintenance staff salaries and painting and finishing department employee salaries: actual cost for each department.
- Employers' national insurance contributions: these should be allocated on the basis of the salary costs in the two departments as higher salaries will mean higher employers' national insurance costs. Total salaries are £100,000 + £300,000 = £400,000. The manufacturing department is thus allocated (£100,000 ÷ £400,000) × £40,000 = £10,000 and the painting and finishing department is allocated (£300,000 ÷ £400,000) × £40,000 = £30,000.
- Rent and rates should be allocated on the basis of area as the bigger the area occupied by each department, the higher the allocated costs. Total area is 4,800 square metres + 1,200 square metres = 6,000 square metres. Total costs are £60,000, so the manufacturing department is allocated (4,800 ÷ 6,000) × £60,000 = £48,000 and the painting and finishing department is allocated (4,800 ÷ 6,000) × £60,000 = £12,000.
- Heating should be allocated on the basis of actual usage. The manufacturing department is not heated; there is not much point keeping machinery warm! As heat will be generated by the machinery as it is running to keep the manufacturing department heated, all the heating costs should be allocated to the painting and finishing department.
- Lighting is most appropriately allocated on the basis of area. Total costs are £25,000, so the manufacturing department is allocated (4,800 ÷ 6,000) × £25,000 = £20,000 and the painting and finishing department is allocated (4,800 ÷ 6,000) × £25,000 = £5,000.
- Machinery depreciation is best allocated on the basis of machinery value. Total machinery value is £360,000 + £15,000 = £375,000, so the manufacturing department is allocated (£360,000 ÷ £375,000) × £75,000 = £72,000 and the painting and finishing department is allocated (£15,000 ÷ £375,000) × £75,000 = £3,000.
- Canteen expenses should be allocated on the basis of the number of employees. The total number of employees is five in manufacturing plus 15 in painting and finishing, a total of 20 employees. Manufacturing department is allocated (5 ÷ 20) × £56,000 = £14,000 and the painting and finishing department is allocated (5 ÷ 20) × £56,000 = £42,000.
- Electricity for machinery should be allocated on the basis of the number of hours usage during the year as the number of hours of running time will determine the power that is used by that machinery. The total number of machine hours for the year is 96,000 in manufacturing and 4,000 in painting and finishing, a total of 100,000 hours. The manufacturing department is thus allocated (96,000 ÷ 100,000) × £50,000 = £48,000 and the painting and finishing department is allocated (96,000 ÷ 100,000) × £50,000 = £2,000.

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Machinery insurance should also be allocated on the basis of machinery value. Given that the total machinery value is £375,000, the manufacturing department is allocated (£360,000 ÷ £375,000) × £25,000 = £24,000 and the painting and finishing department is allocated (£15,000 ÷ £375,000) × £25,000 = £1,000.

The overheads allocated to each department can be summarised in a table along with the allocation bases used.

	Absorption basis	Total £000	Manufacturing £000	Finishing £000
Salaries	Actual cost	400	100	300
Employers' national insurance	Salaries	40	10	30
Rent and rates	Area	60	48	12
Heating	Actual usage	25	_	25
Lighting	Area	25	20	5
Machinery depreciation	Machinery value	75	72	3
Canteen expenses	Number of employees	56	14	42
Electricity for machinery	Machinery hours	50	48	2
Insurance: machinery	Machinery value	25	24	1
Total production overheads alloca	ited to each department	756	336	420
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Part (b) Most appropriate overhead recovery/absorption rate for the manufacturing and painting and finishing departments and justification for choice

- Manufacturing has a high number of machine hours and a low number of labour hours, so the most appropriate basis for the absorption of overheads in the manufacturing department will be machine hours.
- This will give an absorption rate of \pounds 336,000 \div 96,000 hours = \pounds 3.50 per machine hour.
- Painting and finishing has a high number of labour hours and a low number of machine hours, so the most suitable basis for the absorption of overheads in the painting and finishing department is labour hours.
- This will give an absorption rate of £420,000 ÷ 80,000 hours = £5.25 per labour hour.
- Overheads should be absorbed on bases that provide the best approximation of actual costs incurred and spread the costs over as much activity as possible. Thus, where an activity is machine intensive, overheads will be absorbed by products on the basis of machine hours consumed in that activity. On the other hand, where an activity is labour intensive, overheads will be absorbed based on the labour hours used by that activity.

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Part (c) The cost of the novelty Christmas pixies will be:

£
10,000
1,000
1,750
5,250
18,000
3.60

>>>> Question 11.10

Step 1: reallocate service department overheads to production departments. The servicing department overheads can be allocated using the percentage of usage of the service department.

The canteen costs should be allocated on the basis of the number of employees using the canteen as follows:

- Total employees using the canteen: 15 + 5 + 6 + 4 = 30 (canteen employees do not use the canteen so no canteen overheads can be allocated to the canteen)
- Welding department's allocation of canteen overheads: 15/30 × £60,000 = £30,000
- Painting department's allocation of canteen overheads: $5/30 \times \pounds 60,000 = \pounds 10,000$
- Finishing department's allocation of canteen overheads: 6/30 × £60,000 = £12,000
- Service department's allocation of canteen overheads: 4/30 × £60,000 = £8,000

Service department costs are allocated on the basis of percentage usage by welding, painting and finishing:

- Service department overhead costs are now £42,000 (given in the question) + £8,000 overhead costs allocated from the canteen = £50,000
- Welding department's allocation of service department overheads: £50,000 × 40% = £20,000
- Painting and finishing departments' allocation of service department overheads: £50,000 × 30% = £15,000 each

	Welding £	Painting £	Finishing £	Canteen £	Service £
Overheads from question	100,000	75,000	43,000	60,000	42,000
Canteen overheads reallocated	30,000	10,000	12,000	(60,000)	8,000
Service overheads reallocated	20,000	15,000	15,000		(50,000)
Total overheads allocated	150,000	100,000	70,000	—	—
Department labour hours	30,000	12,500	10,000		
Overhead absorption rate/hour	5.00	8.00	7.00		

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Step 2: calculate overhead absorption rates per hour for welding, painting and finishing:

- Welding department overhead absorption rate per hour: £150,000 (total overheads) ÷ 30,000 (total hours) = £5.00 per hour
- Painting department overhead absorption rate per hour: £100,000 (total overheads) ÷ 12,500 (total hours) = £8.00 per hour
- Finishing department overhead absorption rate per hour: £70,000 (total overheads) ÷ 10,000 (total hours) = £7.00 per hour

Step 3: calculate the cost of job 12359 using the information in the question and the overhead absorption rates calculated above.

Job 12359 cost card	£	
Direct materials	1,500	
Direct labour	2,000	
Direct expense	500	
Prime cost	4,000	
Overhead: welding department: 120 hours \times £5/hour	600	
Overhead: painting department: 50 hours \times £8/hour	400	
Overhead: finishing department: 25 hours \times £7/hour	175	
Production cost	5,175	
Selling price: cost + 40% of cost: £5,175 + (£5,175 × 40%)	7,245	

>>>> Question 11.11

Playthings Limited

Part (a)

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First, calculate the overhead to be allocated to each product:

- i. Total machine hours: 10,000 for standard + 5,000 for deluxe = 15,000 hours in total
- ii. Total overheads: £150,000
- iii. Absorption rate of overheads per hour: £150,000 \div 15,000 hours = £10 per hour
- iv. Machine hours per standard dolls house: 10,000 total hours ÷ 2,500 dolls houses produced = 4 hours per standard dolls house
- v. Overhead allocated to each standard dolls house: 4 hours \times £10 per hour = £40
- vi. Machine hours per deluxe dolls house: 5,000 total hours ÷ 1,000 dolls houses produced = 5 hours per deluxe dolls house

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vii. Overhead allocated to each deluxe dolls house: 5 hours \times £10 per hour = £50

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	Standard	Deluxe
	£	£
Direct materials	50	76
Direct labour	30	42
Overheads absorbed	40	50
Total cost	120	168
Selling price (cost + 50%)	180	252

Total absorption cost and selling price for standard and deluxe dolls houses:

Part (b)

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Suitable cost drivers for the four overhead cost pools:

- Machining: machine hours would be the most suitable basis for the allocation of these overheads. The allocation rate will be £45,000 \div 15,000 hours = £3 per hour. Machining overheads of 10,000 × £3 = £30,000 will be driven by standard and 5,000 × £3 = £15,000 by deluxe dolls houses.
- The factory supervisor costs will be driven by the number of employees supervised: the more employees supervised, the more cost is generated by this cost driver. The allocation rate will be £30,000 ÷ 15 employees = £2,000 per employee. Supervisor costs of 5 × £2,000 = £10,000 will be driven by standard and 10 × £2,000 = £20,000 by deluxe dolls houses.
- Set up-related overheads will be driven by the number of set ups: the more set ups there are, the more the overhead incurred in this cost pool. The allocation rate will be £50,000 ÷ 50 set ups = £1,000 per set up. Set up overheads of 15 × £1,000 = £15,000 will be driven by standard and 35 × £1,000 = £35,000 by deluxe dolls houses.
- Purchasing department costs will be driven by the number of materials orders: the more materials orders there are, the more overhead will be incurred in this cost pool. The allocation rate will be £25,000 \div 1,000 materials orders = £25 per order. Purchasing costs of 400 × £25 = £10,000 will be driven by standard and 600 × £25 = £15,000 by deluxe dolls houses.

Overheads allocated to each product on an activity-based costing approach:

		Standard	Deluxe
		£	£
Mach	ining	30,000	15,000
Facto	ry supervisor	10,000	20,000
Set u	р	15,000	35,000
Purch	nasing department	10,000	15,000
Total	overheads allocated	65,000	85,000
Total	production	2,500	1,000
Overl	nead per unit of production	26	85

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Part (c)

Total activity-based cost and selling price for standard and deluxe dolls houses.

	Standard	Deluxe
	£	£
Direct materials	50	76
Direct labour	30	42
Overheads absorbed	26	85
Total cost	106	203
Selling price (cost $+$ 50%)	159	304.50

Part (d)

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Advice to the directors on how they might reduce the cost of deluxe dolls houses in order to compete effectively in the market:

- Under traditional absorption costing, deluxe dolls houses are not being allocated their full share
 of overheads and so are subsidised by standard dolls houses.
- Activity-based costing now shows a much more accurate cost for each model of dolls house based on the costs incurred by the activities associated with each product.
- Under activity-based costing, standard dolls houses can now be sold at a much more competitive price (£159 v. the market price of £165) than under traditional absorption costing.
- An activity-based costing approach highlights activities that are causing cost with a view to helping management reduce costs in each particular cost pool, thereby reducing the costs of products in total.
- Machining costs are a necessary part of the manufacturing process and so it is unlikely that any
 reduction in these costs would be possible or desirable if quality is not to be compromised.
- The role of the factory supervisor could be looked at to determine whether this role is necessary. Employees could be given responsibility for their own production and quality control and incentives given to achieve zero defect production. However, any additional incentives would have to be considered in the total price of each product.
- The number of set ups in the year could be reduced to reduce total costs in this pool and in the amounts allocated to each product.
- Similarly, reducing the number of materials orders would reduce total costs in this pool and in the amounts allocated to each product.

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