DUPLIMATE TOTAL COST OF OWNERSHIP OVER 10 YEARS

EXAMPLE 1; HEAVY DUTY

Conclusion: High output is crucial when time counts, i.e. when there are plenty duplicates to make.

EXAMPLE 2; MEDIUM SIZE CLUB

Average of 13 tables Mitchell 4 sessions a week, 50 weeks per year.

Duplimate machine	,110	
Maintenance Duplimate machine	.100	
Value Duplimate after 10 years/.	800	
Boards 4 sets of 36 @ 1.85	.266	
Value boards after 10 years/.	100	
Cards ¹ (13x26x4x50x10/750 ≈ 900 @ 1.25)1	,125	
Labour ² (4 x 50 x 10=2,000 sets x 0.072 x 40) <u>5</u>	,760	
TOTALLY	,461	(= \$4.73/set)

Conclusion: Time is money — unless you have volunteers doing the duplication. It should also be noted that the playing cards are not as big part of the expenses as you might think.

EXAMPLE 3; SMALL CLUB

One (in average) 13 tables Mitchell a week, 40 weeks per year.

Duplimate machine	0
Maintenance Duplimate machine	.0
Value Duplimate after 10 years/. 80	00
Boards 36 pcs @ 2.49	00
Value boards after 10 years/. 5	50
Cards ¹ (13x26x40x10/750 ≈ 180 @ 1.25)22	25
Labour ² (40 x 10 = 400 sets x 0.072 x 40) <u>1,15</u>	52
TOTALLY\$3,72	27 (= \$9.32/set)

* \$ 6.44/set if volunteers do the work.

Conclusion: The purchase price for the machine, and the second hand value of it, becomes increasingly important when there are fewer duplicates to make.

¹ The cards will need to be replaced when the players have picked them in and out from the boards approximately 750 times.

² A good operator can duplicate 10 sets of 36 boards per hour. It is assumed that a good operator is paid \$40 an hour. That is to say, one (average) set of 26 boards takes 26/360 = 0.072 hrs = \$2.89.