



## Meaningful Data

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### Construction

#### Labour

Subcontractor GP % = (Subcontractor Income – Contractor COGS) / Subcontractor Income

Employee's GP % = (Labour Income – (Payroll Expenses + On-costs)) / Labour Income

N.B. If a partnership / sole trader and the owner is performing chargeable work, include owners drawings in calculation.

On-costs can form up to 45% additional overhead for employees, and includes items such as workers compensation, super, public holidays, rain days, TAFE leave, holidays, long service provision etc...

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### Determining owners charge-out rate

- Firstly determine the actual hrs worked by the owner.
  - Divide your EBITDA (earnings before interest, tax, depreciation and amortisation) by your total hours. This will give an indication of your charge-out rate.
  - Most business owners are shocked by the result. Is this the same as what they charge out their employees? Is this more than the minimum wage?
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### Job Profitability

- To form a true reflection of profit the owner's hrs must be factored into the project.

*For example...*

- a) Divide the total job profitability by the owner's hrs worked – this is basically the owner's charge-out rate, however, this profit does include mark-up on materials.
- b) A more accurate picture is gained by deducting the material from the total profit, and divide the remaining figure by the OWNER'S HOURS.

*Soooo... if:*

*Total profit = 5,000*  
*Profit on materials = 1,000*



*Owners Hours* = 100

In example a) the charge-out rate would be  $5000/100 = \$50/\text{hr}$  (profit on materials included)

In example b) the charge-out rate would be  $4000/100 = \$40/\text{hr}$  (profit on materials excluded)

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## Retail

### Useful Ratios

Gross Profit Ratio =  $\text{Gross Profit} / \text{Net Sales}$

Inventory Turnover =  $\text{Cost of Goods Sold} / \text{Average Inventory}$   
2.5 to 3.5 is considered 'good'

Stock Turn Rate =  $\text{Net sales} / \text{Average retail inventory}$  (use 13 month method)  
2.5 to 3.5 is considered 'good'

Collection Ratio =  $\text{Accounts Receivable} / (\text{Revenue} / 365)$

Mark-up vs gross profit margin. Know the difference.

Gross Profit =  $\text{Sales} - \text{COGS}$

Gross Profit Margin =  $\text{GP} / \text{Sales} \times 100$

Markup =  $\text{GP} / \text{Cost} \times 100$

Non-retailers usually talk markup. Eg if you buy a widget for \$2 and sell it for \$4 most would say that's a 100% markup. However a retailer is more likely to say "that's a gross margin of 50%".

Sales per m<sup>2</sup> =  $\text{net sales} / \text{available sales floor space (m}^2\text{)}$   
Relevant for benchmarking

Sales per employee hr =  $\text{net sales} / \text{employee hours}$

Sales Growth Rate =  $(\text{this years sales} - \text{last years sales}) / \text{last years sales} \times 100$

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## Other Useful Ratios

### Liquidity

Quick Ratio =  $(\text{Cash} + \text{Accounts Receivable} + \text{Short Term Investments}) / \text{Current Liabilities}$

Current Ratio =  $\text{Current Assets} / \text{Current Liabilities}$

Interest Coverage =  $\text{EBIT} / \text{Interest Expense}$

### Performance

Return on Assets =  $\text{Net Income} / \text{Total Assets}$

Return on Equity =  $\text{Net Income} / \text{Shareholder or Owners Equity}$