

Pricing for PROFIT Blueprint or...



How to Make \$\$\$ with your Embroidery Machine

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Pricing is one of the topics we cover the most often with NNEP members and new embroidery professionals. Many embroiderers & apparel decorators are not sure where or how to set their pricing. Many new embroidery business owners guess, hoping for the best... You will never have to do that after today! 😊

Here is a blueprint to help you develop a pricing structure for your embroidery & apparel decoration business. Hopefully, this exercise will prove to be informative for you, by either confirming your existing pricing, or by motivating you to refine your prices so that you are indeed making the profit in your business that you desire.

If you are new to the embroidery & apparel decorating industry, you will in fact have to guess to determine some of the numbers on this worksheet. If you have been in business for at least 6 months, you should have enough information available to make educated estimates. If you have been in business for a while, you might find that using this blueprint helps you achieve the profit goals you have.

There are many ways to approach pricing for your business. To ensure that you are actually making a profit, it is essential to know your costs of doing business. Complete the following exercise and you may learn a great deal about your business!

FYI – there are many excellent business management/pricing products available for embroidery & apparel decoration business owners. I am presenting this exercise merely as a starting point, to address the basic (yet eternal) question, “What should I charge?”

COST-BASED PRICING BLUEPRINT for Embroiderers & Apparel Decorators



	FILL IN	RESULTS
A. Fixed Overhead/ Hour	_____A	
B. Labor/Hour	_____B	
C. Materials, Supplies, ETC./Hour	_____C	
D. A+B+C= PRODUCTION COST per hour		_____D
E. Sewing Speed per Minute	_____E	
F. Stitches in Design (Include 75 stitches per trim)	_____F	
G. Set Up Time for New Job in Minutes	_____G	
H. F ÷ E = SEWING TIME in Minutes		_____H
I. Loading Time Between Runs in Minutes	_____I	
J. Color Changes, Thread Breaks, Misc. Lost Time in Minutes	_____J	
K. H+I+J= RUN TIME in Minutes per Run		_____K
L. 60 ÷ K = RUNS PER HOUR		_____L
M. Number of Heads on Machine	_____M	
N. L x M = UNITS PER HOUR		_____N
O. Number of Units in Order	_____O	
P. O ÷ M = # OF RUNS TO COMPLETE ORDER (Round up to Next Run)		_____P
Q. (P x K) + G = TIME TO COMPLETE ORDER in Minutes		_____Q
R. Q ÷ 60 = TIME TO COMPLETE ORDER in Hours		_____R
S. (D x R) ÷ O = COST PER UNIT		\$_____S
T. (S ÷ F) X 1,000 = COST PER 1,000 STITCHES – no profit yet!		\$_____T

COMING UP WITH THE NUMBERS FOR THE COST PRICING BLUEPRINT

- A. **FIXED OVERHEAD/HOUR**- Take an average year of expenses and divide by 50, the number of workweeks in a year, and then divided by the average number of machine running hours per week. For this use, fixed costs include: Rent or mortgage, (home based businesses should include at least a couple hundred dollars per month- if you ever intend to leave the home), equipment payments, insurance, company vehicle, office expenses (pens, paperclips, copy machine, computers, etc.), utilities, professional fees, advertising, postage, telephones, annual maintenance and repair fees, loan payments, salaried staff wages and benefits (that means YOU!). One thing many embroiderers do not account for when establishing costs and setting profit margins is their own salary. An embroiderer's salary is not what is left over after all the bills are paid. Be sure to include a base amount in the equation for your time. These are the expenses that you will have whether you open the doors or not.
- B. **LABOR/HOUR**- Production wages and benefits. Include all actual costs for employees. Generally, 130% of hourly wage includes workers comp, unemployment, taxes, etc. and benefits.
- C. **MATERIALS & SUPPLIES/HOUR**-This is easiest to calculate as a percentage of your labor costs, as it changes as the hours of production change. The percentage varies greatly. It can range from 10%-150% of the costs of your labor/hour. This covers the cost of thread, needles, backing, bobbins, spray, etc.
- E. **SEWING SPEED**- The sewing speed varies from job to job. Use the speed at which you normally operate your machines to create quality embroidery.
- F. **STITCHES IN DESIGN**- Include 75 stitches per trim as a base line. Excessive trimming, like in lettering, can double the sewing time on a job!
- G. **SET UP TIME**- This is the amount of time consumed from when you say "This job is next," until the first run is actually sewing. It may include: threading, pre production sample, changing hooping systems, loading the design, programming the machine, and unpacking, inspecting, backing and hooping the inventory.
- I. **LOADING TIME BETWEEN RUNS**-The time it takes from the end of one run to the start of the next run.
- J. **COLOR CHANGES, THREAD BREAKS, MISC.** An estimated down time per run for bobbin changes, rethreading, etc. Include at least 2 minutes as a minimum.
- K. **RUN TIME**-see equation. This is your actual "start" to "start" time to run the job.
- L. **NUMBER OF RUNS TO COMPLETE ORDER**- This is the total time from set up time to order completion, assuming that trimming was done while the order was being stitched.
- R. **HOURS TO COMPLETE ORDER**-This is helpful for scheduling production time and staff for reruns and similar orders.
- S. **COST PER UNIT**-This is your break even cost to produce the embroidery. Your profit is what you charge **above** This number.
- T. **COST PER 1000 STITCHES**-This is necessary to know –but remember this is your **COST!** You have to charge more than your cost to make a **PROFIT!**

This equation is based on the assumption that all trimming is completed while the job is being run. It does not include time for folding, bagging or tagging products. These fees must also be included in the equation when appropriate. Add the additional time to (R) in the equation to get a correct number of hours to truly complete the job. Some people also believe that if you take the total machine hours and double it, that will give you a true feel of total hours required to complete a job, from "This job is Next" to "This job is ready to be picked up." If you are using this method, change the machine running speed from 300-400 spm to your average spm speed. **Are you charging enough to be operating a profitable business?**

EXAMPLE CALCULATIONS

	1 HEAD BUSINESS	4 HEADS	6 HEADS	12 HEADS
A. RENT/UTILITIES/MAINT.	8900	1200	1500	1900
EQUIPMENT LOAN	13000	15000	20000	30000
INSURANCE	2000	2400	2800	3500
COMPANY AUTO	1400	1600	1800	1800
OFFICE EXPENSES	1400	2700	7000	7000
ADVERTISING	900	1300	3000	3000
EQUIP MAINT./REPAIR	1000	1300	2000	2800
DUES/SUBSCRIPTIONS	500	1500	2500	2500
TRADE SHOWS/CONF.	800	800	800	1600
PROF FEES- LEGAL/ACCT.	325	500	500	1000
SALARIED STAFF	10000	15000	20000	35000
TOTAL	40,225	54,100	75,400	107,200
	0 30 HRS= \$26.81	0 30 HRS=\$36.07	0 40 HRS=\$37.70	0 60 HRS=\$35.74
B. LABOR	0	0	25500/\$12.75	35500/\$11.84
C. SUPPLIES	1400/\$.93	2000/\$1.33	2600/\$1.30	4200/\$1.40
D. PRODUCTION COST	\$27.74/HOUR	\$37074/HOUR	\$51.75/HOUR	\$48.98/HOUR
E. SEWING SPEED	300	300	400	400
F. STITCH COUNT	6000	6000	6000	6000
G. SET UP TIME-NEW JOB	25	25	25	25
H. SEWING TIME	60000 300= 20 MIN.	60000 300=20 MIN	60000 400=15 MIN	60000 400=15
I. LOAD TIME BETWEEN	1	2	2	3
J. COLOR CHANGES/LOST TIME	2	3	3	5
K. RUN TIME	20+1+2=23 MIN	20+2+3= 25 MIN	15+2+3= 20 MIN	15+3+5=23
L. RUNS PER HOUR	2.6	2.4	3	2.6
M. NUMBER OF HEADS	1	4	6	12
N. UNITS PER HOUR	2.6	9.6	18	31.2
O. QUANTITY	12	12	72	144
P. RUNS TO COMPLETE	12	3	12	12
Q. MINUTES TO COMPLETE	301	100	265	301
R. HOURS TO COMPLETE	5.02	1.67	4.42	5.02
S. COST PER UNIT	\$11.60	\$5.25	\$3.18	\$1.71
T. COST PER 1,000 ST.	\$1.93	\$.88	\$.53	\$.29

The numbers shown above are for illustrative purposes only.

Do this cost pricing exercise with YOUR numbers to determine your cost of doing

JOB PROFITABILITY CALCULATOR



INCOME (Prices charged for product + embroidery or decoration)

\$ _____ Total charged for item _____ x _____ # of items = \$ _____

\$ _____ Total charged for item _____ x _____ # of items = \$ _____

\$ _____ Total charged for item _____ x _____ # of items = \$ _____

OTHER INCOME:

\$ _____ Charged for digitizing = \$ _____

\$ _____ Charged for art = \$ _____

\$ _____ Charged for freight = \$ _____

\$ _____ Charged for _____ = \$ _____

\$ _____ Charged for _____ = \$ _____

TOTAL INCOME of the order = \$ _____ (A)

COSTS:

Cost per item \$ _____ x _____ # of items = \$ _____

Cost per item \$ _____ x _____ # of items = \$ _____

Cost per item \$ _____ x _____ # of items = \$ _____

Actual hours to complete job _____ x \$ _____ /hour* = \$ _____

Actual cost for digitizing = \$ _____

Actual cost for freight = \$ _____

Actual cost for _____ = \$ _____

Actual cost for _____ = \$ _____

TOTAL EXPENSES of the order = \$ _____ (B)

PROFIT EARNED (A) \$ _____ - (B) \$ _____ = \$ _____

*Your hourly rate to exist as a business, including your overhead, labor, insurance. If you do not know this amount or how to calculate it, complete the Pricing for Profit Blueprint from NNEP.

Notes and pricing recommendations for re-orders:
