Inventory Management for Maximum Profit

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http://kck.st/IoCG6ZN

Inventory Management

- Introduction
- Open to Buy
- The Virtuous Cycle
- Turn Rate Analysis
- Sales Per Square Foot
- Exceptions to the Rule

Maximum Profit

Potential

Inventory at MSRP: \$100,000.00

Turns	Gross Sales	5% Net	6% Net	7% Net	8% Net	9% Net
1	\$100,000.00	\$ 5,000.00	\$ 6,000.00	\$ 7,000.00	\$ 8,000.00	\$ 9,000.00
2	\$200,000.00	\$ 10,000.00	\$12,000.00	\$ 14,000.00	\$ 16,000.00	\$ 18,000.00
3	\$300,000.00	\$ 15,000.00	\$18,000.00	\$ 21,000.00	\$ 24,000.00	\$ 27,000.00
4	\$400,000.00	\$ 20,000.00	\$24,000.00	\$ 28,000.00	\$ 32,000.00	\$ 36,000.00
5	\$500,000.00	\$ 25,000.00	\$30,000.00	\$ 35,000.00	\$ 40,000.00	\$ 45,000.00

Application

- Brick and Mortar
- Three Types of Stores
- Tools have selective application



- Purchasing budget for merchandise
- Separate from your store budget
- Zero sum game
- First step is tracking for balance
- Includes sales and forecasting

Create a simple spreadsheet

DATE	SALES	COGS	AVAILABLE	PURCHASES	BALANCE
27-Feb	\$ 358.15	\$ 208.59	\$ 1,208.59	\$ 201.00	\$ 1,007.59
28-Feb	\$ 543.69	\$ 255.59	\$ 1,275.96	\$ 1,193.30	\$ 82.66
1-Mar	\$ 334.35	\$ 194.12	\$ 286.49	\$ -	\$ 286.49
2-Mar	\$ 690.33	\$ 415.53	\$ 722.79	\$ 500.00	\$ 222.79
3-Mar	\$ 597.10	\$ 339.16	\$ 578.91	\$ 901.44	\$ (322.53)
4-Mar	\$ 453.38	\$ 246.19	\$ (64.03)	\$ 94.61	\$ (158.64)
5-Mar	\$ 391.26	\$ 212.69	\$ 64.68	\$ -	\$ 64.68

Sales

DATE	SALES	COGS	AVAILABLE	PURCHASES	BALANCE
27-Feb	\$ 358.15	\$ 208.59	\$ 1,208.59	\$ 201.00	\$ 1,007.59
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Open to Buy COGS (Cost of Goods Sold)

DATE	SALES	COGS	AVAILABLE	PURCHASES	BALANCE
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Available Budget

DATE	SALES	COGS	AVAILABLE	PURCHASES	BALANCE
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Purchases (what I spent today)

DATE	SALES	COGS	AVAILABLE	PURCHASES	BALANCE
27-Feb	\$ 358.15	\$ 208.59	\$ 1,208.59	\$ 201.00	\$ 1,007.59
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Balance Available

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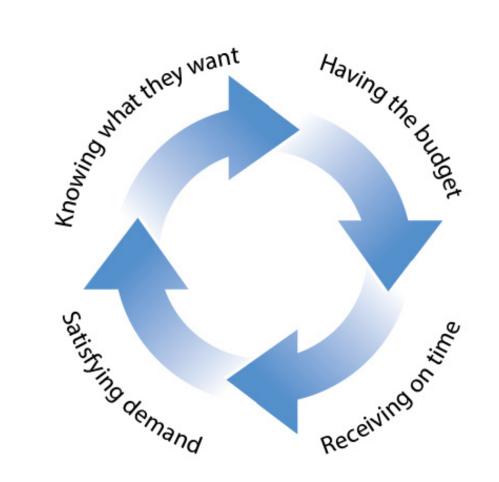
Pitfalls of over-spending

- Pitfalls of over-spending
- Pitfalls of under-spending

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- Pitfalls of under-spending
- Measuring is the key

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- Pitfalls of under-spending
- Measuring is the key
- Leads to The Virtuous Cycle

The Virtuous Cycle



What is a turn rate?

• What is a turn rate?

Annual Sales (Gross)
Inventory Value (current, at MSRP)

Track turn rates for:

- Individual Items
- Product Lines
- Entire Store

What's a good turn rate?

It depends.

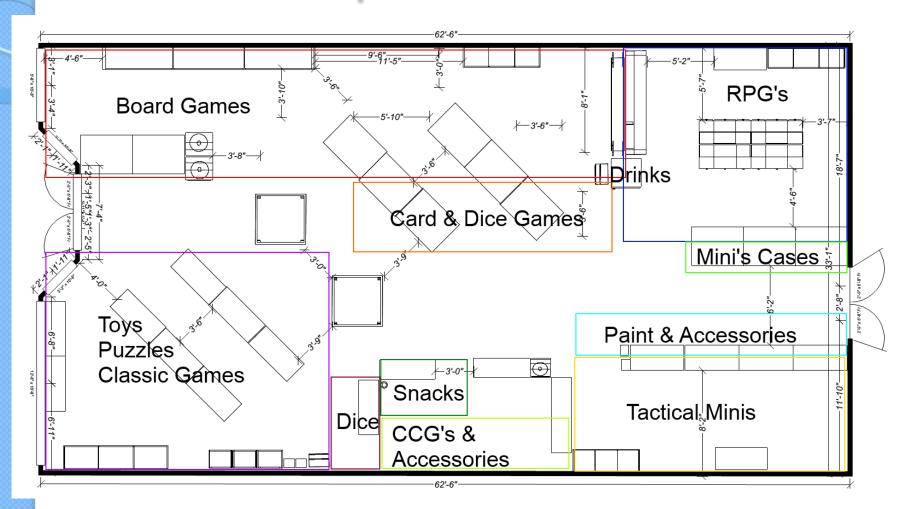
- A good overall average is 3-4.
- Some categories average much higher
- Too high a turn rate can lose you sales

Class		Sales at Retail		entory Value	Turn Rate
Dinks and Snacks	\$	21,322.50	\$	2,161.63	9.9
Collectible Card Games	\$	302,228.80	\$	32,094.55	9.4
Board and Card Games	\$	224,235.00	\$	32,847.00	6.8
CCG Supplies	\$	41,668.50	\$	7,164.15	5.8
Dice	\$	19,780.50	\$	4,445.10	4.4
Role Playing	\$	57,618.00	\$	13,475.73	4.3
Miniatures	\$	13,684.50	\$	3,550.69	3.9
Magazines	\$	2,373.00	\$	625.05	3.8
Collectible Miniatures	\$	15,712.50	\$	4,452.58	3.5
Puzzles	\$	5,019.00	\$	1,438.80	3.5
Paint	\$	25,552.50	\$	7,873.90	3.2
Used Games	\$	46,986.00	\$	15,662.00	3.0
Miniature Cases	\$	6,919.50	\$	2,676.08	2.6
Tactical Miniature Games	\$	90,401.60	\$	37,546.36	2.4
Toys	\$	5,534.40	\$	2,922.40	1.9
Classic Games	\$	10,993.60	\$	5,868.89	1.9
	\$	890,029.90	\$	168,936.02	5.3

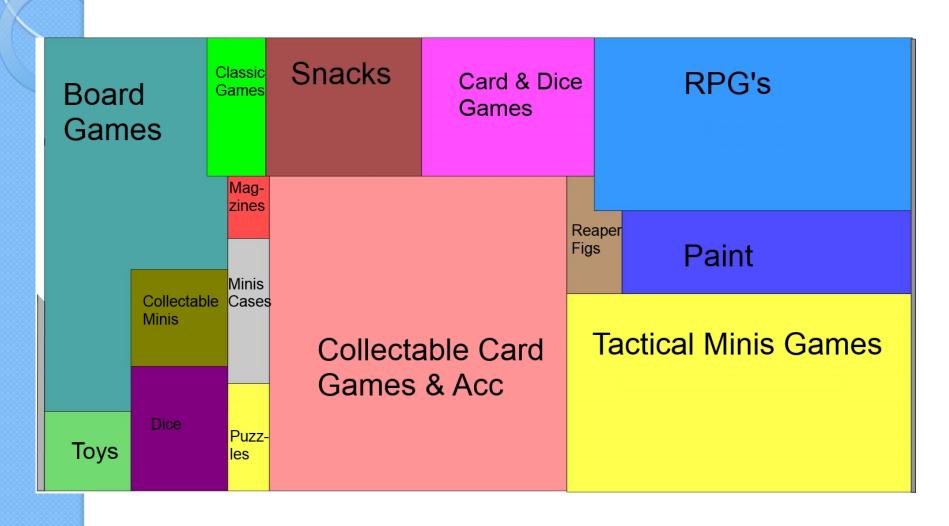
Sales Per Square Foot

- Excellent for small stores
- Identifies lost opportunities
- Justifies high density marginal product

Sales Per Square Foot



Sales Per Square Foot



"If all you have is a hammer, everything looks like a nail."

-Abraham Maslow



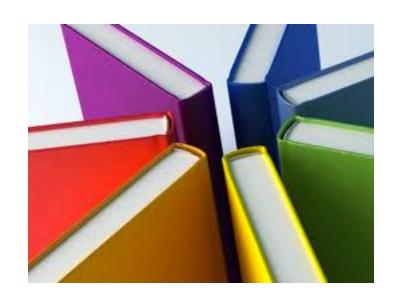
Top of Mind



Cohesive Collections



Rule of Seven



Dumping Dead Product

- In-store clearance sections
- Online: Ebay and Amazon
- Conventions
- Donations to non profits (Toys for Tots)
- Trash and Recycling

Summary

- Open to Buy
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- Exceptions to the Rules

Questions

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Retail Consulting Tiers http://kck.st/IoCG6ZN