

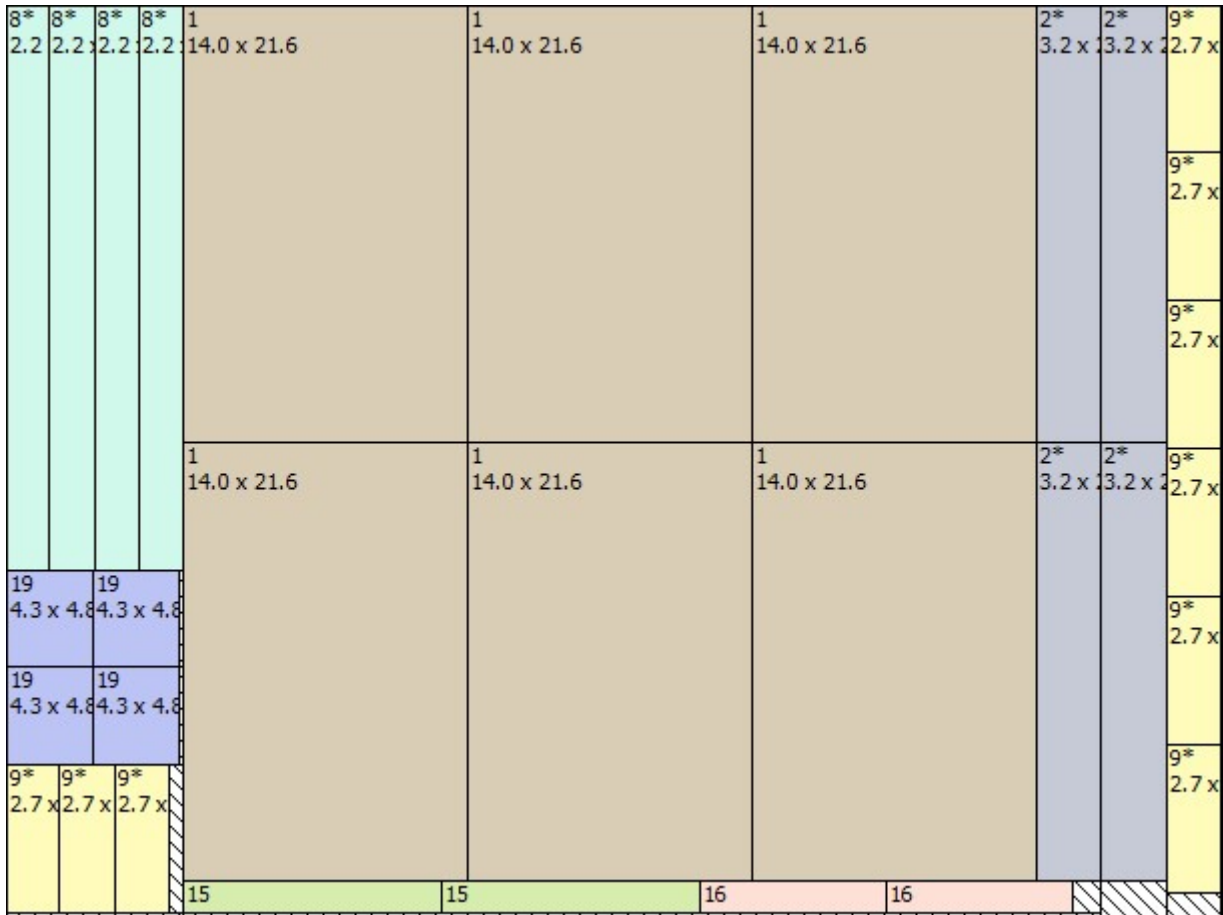
Plan parts

Plan #1 - Steel sheet 3 mm - Guillotine cutting 1

5/5/2015

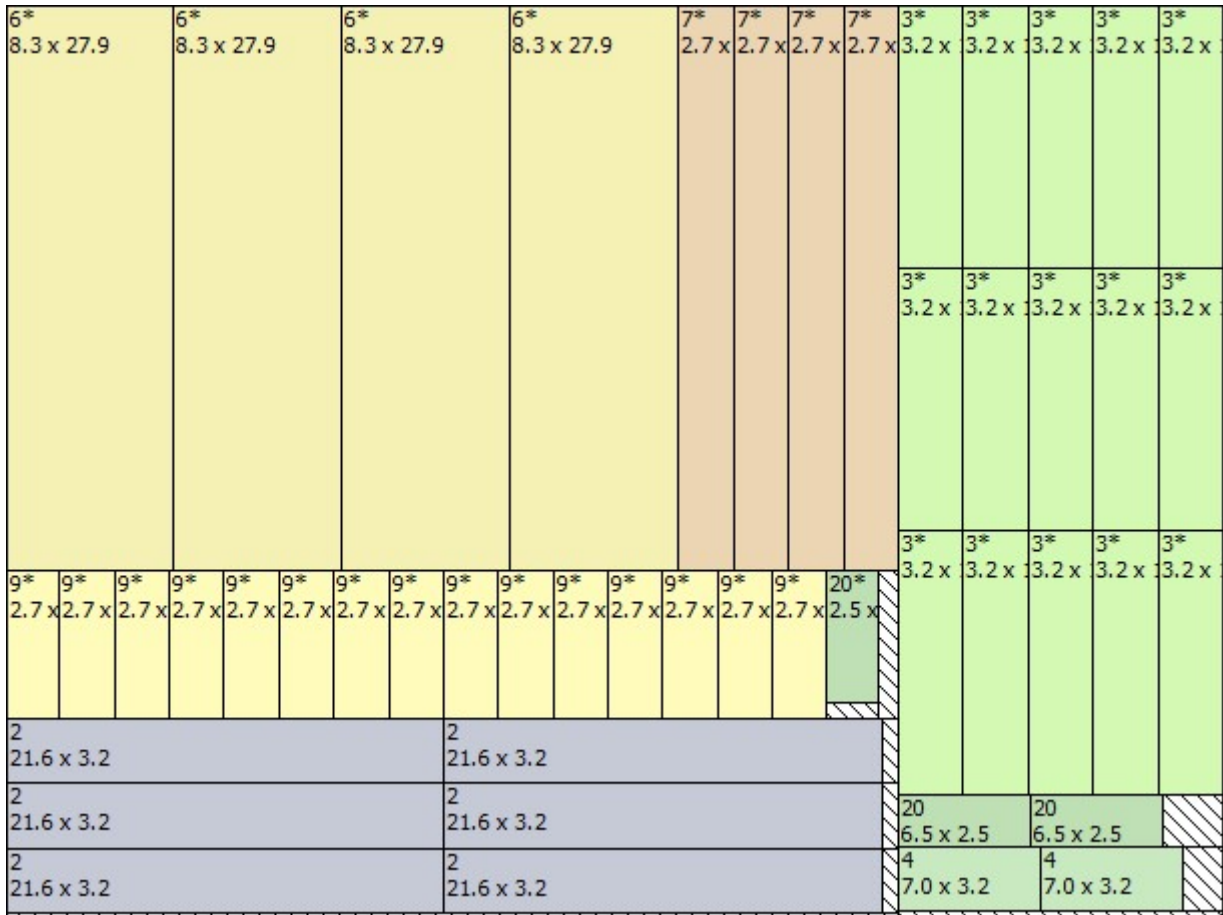
#	Order #	Description	Length	Width	Cost/pc	Total cost	Uncut	Cut
1		Player Tray - Base	14.0	21.6				6
2		Player Tray - Wall A	21.6	3.2				12
3		Player Tray - Wall B	13.0	3.2				18
4		Player Tray - Wall C	7.0	3.2				12
5		Player Tray - Wall D	13.2	3.2				6
6		Faction Component Tray - Bas	27.9	8.3				4
7		Faction Component Tray - Wal	27.9	2.7				4
8		Faction Component Tray - Wal	27.9	2.2				4
9		Faction Component Tray - Wal	7.3	2.7				24
10		Faction Component Tray - Lid	7.6	4.8				20
11		Systems Tray - Base	12.7	10.1				1
12		Systems Tray - Wall A	5.1	10.1				4
13		Systems Tray - Wall B	1.9	10.1				4
14		Large Tokens Tray - Base	12.7	10.1				1
15		Large Tokens Tray - Wall A	12.7	1.6				2
16		Large Tokens Tray - Wall B	9.2	1.6				2
17		Community Tray - Base	12.7	17.8				1
18		Community Tray - Wall A	17.8	4.8				3
19		Community Tray - Wall B	4.3	4.8				4
20		Community Tray - Wall C	6.5	2.5				5
21		Community Tray - Wall D	6.5	4.8				2
Total (plan)				(area) 0.01				139

Layout	Stock #	Description	Remnants	Length	Width	Repeat
1 of 4	1			60.0	45.0	1x



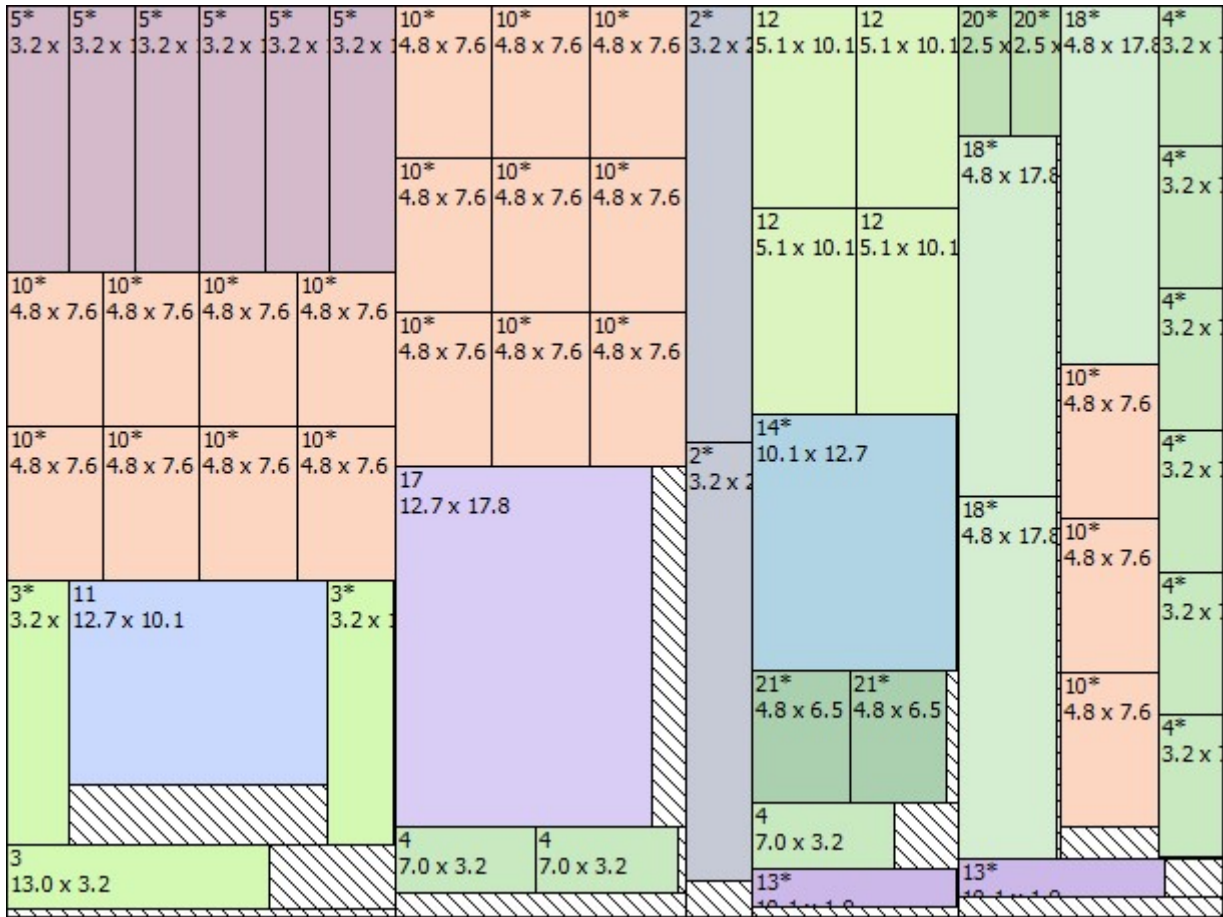
#	Part #	Description	Order #	X-coord	Y-coord	Length	Width
1	8	Faction Component Tray - \		0.0	0.0	2.2	27.9*
2	19	Community Tray - Wall B		0.0	27.9	4.3	4.8
3	19	Community Tray - Wall B		0.0	32.7	4.3	4.8
4	9	Faction Component Tray - \		0.0	37.5	2.7	7.3*
5	8	Faction Component Tray - \		2.2	0.0	2.2	27.9*
6	9	Faction Component Tray - \		2.7	37.5	2.7	7.3*
7	19	Community Tray - Wall B		4.3	27.9	4.3	4.8
8	19*	Community Tray - Wall B		4.3	32.7	4.3	4.8
9	8	Faction Component Tray - \		4.4	0.0	2.2	27.9*
10	9	Faction Component Tray - \		5.4	37.5	2.7	7.3*
11	8*	Faction Component Tray - \		6.6	0.0	2.2	27.9*
12	1	Player Tray - Base		8.8	0.0	14.0	21.6
13	1	Player Tray - Base		8.8	21.6	14.0	21.6
14	15	Large Tokens Tray - Wall A		8.8	43.2	12.7	1.6
15	15*	Large Tokens Tray - Wall A		21.5	43.2	12.7	1.6
16	1	Player Tray - Base		22.8	0.0	14.0	21.6
17	1	Player Tray - Base		22.8	21.6	14.0	21.6
18	16	Large Tokens Tray - Wall B		34.2	43.2	9.2	1.6
19	1	Player Tray - Base		36.8	0.0	14.0	21.6
20	1*	Player Tray - Base		36.8	21.6	14.0	21.6
21	16*	Large Tokens Tray - Wall B		43.4	43.2	9.2	1.6
22	2	Player Tray - Wall A		50.8	0.0	3.2	21.6*
23	2	Player Tray - Wall A		50.8	21.6	3.2	21.6*
24	2	Player Tray - Wall A		54.0	0.0	3.2	21.6*
25	2	Player Tray - Wall A		54.0	21.6	3.2	21.6*
26	9	Faction Component Tray - \		57.2	0.0	2.7	7.3*

Layout	Stock #	Description	Remnants	Length	Width	Repeat
2 of 4	1			60.0	45.0	1x



#	Part #	Description	Order #	X-coord	Y-coord	Length	Width
1	6	Faction Component Tray - f		0.0	0.0	8.3	27.9*
2	9	Faction Component Tray - \		0.0	27.9	2.7	7.3*
3	2	Player Tray - Wall A		0.0	35.2	21.6	3.2
4	2	Player Tray - Wall A		0.0	38.4	21.6	3.2
5	2	Player Tray - Wall A		0.0	41.6	21.6	3.2
6	9	Faction Component Tray - \		2.7	27.9	2.7	7.3*
7	9	Faction Component Tray - \		5.4	27.9	2.7	7.3*
8	9	Faction Component Tray - \		8.1	27.9	2.7	7.3*
9	6	Faction Component Tray - f		8.3	0.0	8.3	27.9*
10	9	Faction Component Tray - \		10.8	27.9	2.7	7.3*
11	9	Faction Component Tray - \		13.5	27.9	2.7	7.3*
12	9	Faction Component Tray - \		16.2	27.9	2.7	7.3*
13	6	Faction Component Tray - f		16.6	0.0	8.3	27.9*
14	9	Faction Component Tray - \		18.9	27.9	2.7	7.3*
15	9	Faction Component Tray - \		21.6	27.9	2.7	7.3*
16	2	Player Tray - Wall A		21.6	35.2	21.6	3.2
17	2	Player Tray - Wall A		21.6	38.4	21.6	3.2
18	2	Player Tray - Wall A		21.6	41.6	21.6	3.2
19	9	Faction Component Tray - \		24.3	27.9	2.7	7.3*
20	6*	Faction Component Tray - f		24.9	0.0	8.3	27.9*
21	9	Faction Component Tray - \		27.0	27.9	2.7	7.3*
22	9	Faction Component Tray - \		29.7	27.9	2.7	7.3*
23	9	Faction Component Tray - \		32.4	27.9	2.7	7.3*
24	7	Faction Component Tray - \		33.2	0.0	2.7	27.9*
25	9	Faction Component Tray - \		35.1	27.9	2.7	7.3*
26	7	Faction Component Tray - \		35.9	0.0	2.7	27.9*

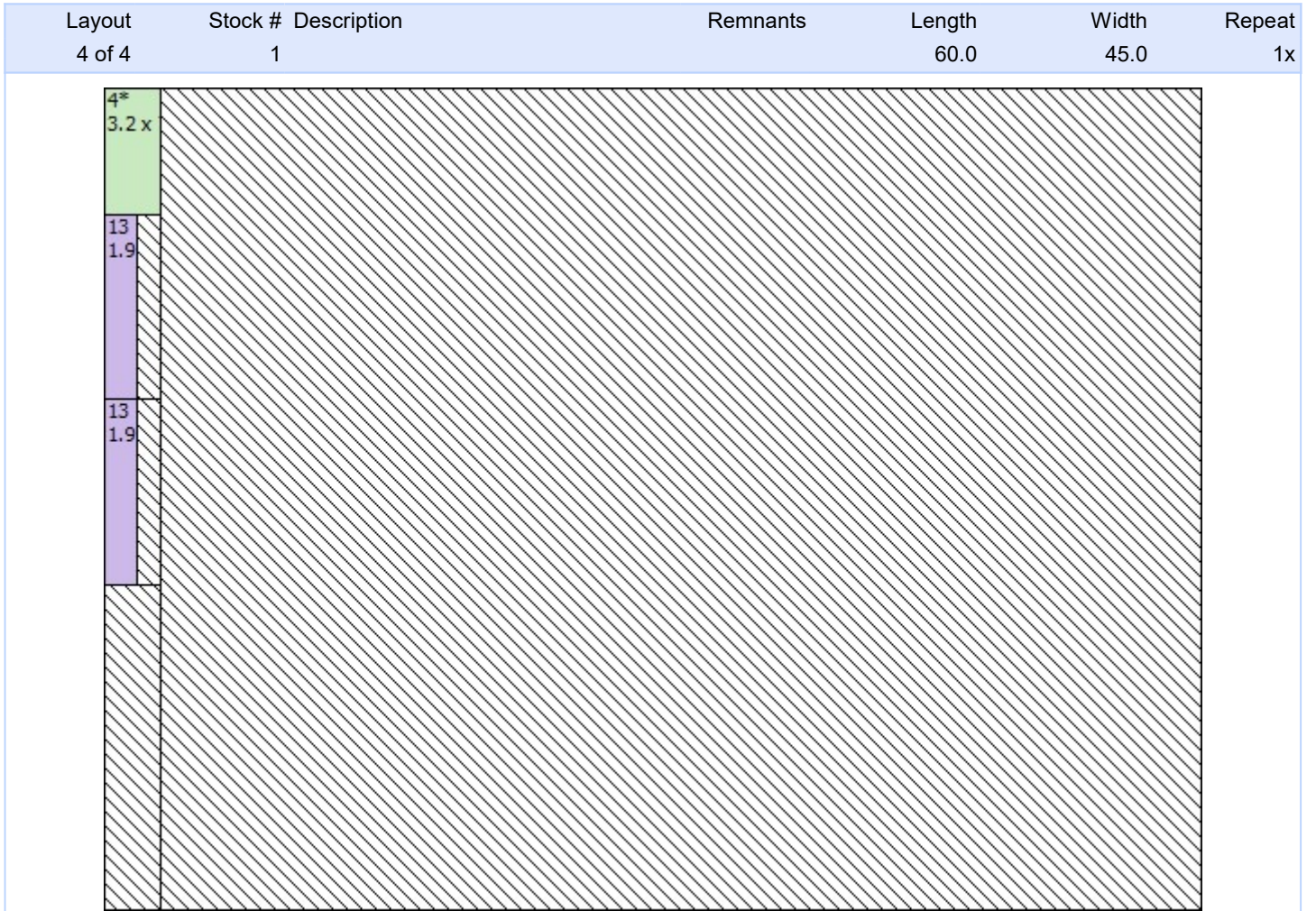
Layout	Stock #	Description	Remnants	Length	Width	Repeat
3 of 4	1			60.0	45.0	1x



#	Part #	Description	Order #	X-coord	Y-coord	Length	Width
1	5	Player Tray - Wall D		0.0	0.0	3.2	13.2*
2	10	Faction Component Tray - I		0.0	13.2	4.8	7.6*
3	10	Faction Component Tray - I		0.0	20.8	4.8	7.6*
4	3	Player Tray - Wall B		0.0	28.4	3.2	13.0*
5	3	Player Tray - Wall B		0.0	41.4	13.0	3.2
6	5	Player Tray - Wall D		3.2	0.0	3.2	13.2*
7	11*	Systems Tray - Base		3.2	28.4	12.7	10.1
8	10	Faction Component Tray - I		4.8	13.2	4.8	7.6*
9	10	Faction Component Tray - I		4.8	20.8	4.8	7.6*
10	5	Player Tray - Wall D		6.4	0.0	3.2	13.2*
11	5	Player Tray - Wall D		9.6	0.0	3.2	13.2*
12	10	Faction Component Tray - I		9.6	13.2	4.8	7.6*
13	10	Faction Component Tray - I		9.6	20.8	4.8	7.6*
14	5	Player Tray - Wall D		12.8	0.0	3.2	13.2*
15	10	Faction Component Tray - I		14.4	13.2	4.8	7.6*
16	10	Faction Component Tray - I		14.4	20.8	4.8	7.6*
17	3*	Player Tray - Wall B		15.9	28.4	3.2	13.0*
18	5*	Player Tray - Wall D		16.0	0.0	3.2	13.2*
19	10	Faction Component Tray - I		19.2	0.0	4.8	7.6*
20	10	Faction Component Tray - I		19.2	7.6	4.8	7.6*
21	10	Faction Component Tray - I		19.2	15.2	4.8	7.6*
22	17*	Community Tray - Base		19.2	22.8	12.7	17.8
23	4	Player Tray - Wall C		19.2	40.6	7.0	3.2
24	10	Faction Component Tray - I		24.0	0.0	4.8	7.6*
25	10	Faction Component Tray - I		24.0	7.6	4.8	7.6*
26	10	Faction Component Tray - I		24.0	15.2	4.8	7.6*

Sum of cuts (1 x 905.5) 905.5

Count of cuts (1 x 74) 74



#	Part #	Description	Order #	X-coord	Y-coord	Length	Width
1	4 *	Player Tray - Wall C		0.0	0.0	3.2	7.0 *
2	13	Systems Tray - Wall B		0.0	7.0	1.9	10.1
3	13 *	Systems Tray - Wall B	*	0.0	17.1	1.9	10.1

Cuts - absolute coordinates				
#	X1	Y1	X2	Y2
1	3.2	0.0	3.2	45.0
2	0.0	7.0	3.2	7.0
3	0.0	17.1	3.2	17.1
4	0.0	27.2	3.2	27.2
5	1.9	17.1	1.9	27.2
6	1.9	7.0	1.9	17.1

Sub-stocks LIFO			
Length	Width	Cut	
60.0	45.0	3.2	
3.2	45.0	7.0	--
3.2	38.0	10.1	--
3.2	27.9	10.1	--
3.2	10.1	1.9	
3.2	10.1	1.9	

Sum of cuts (1 x 74.8) 74.8

Count of cuts (1 x 6) 6