

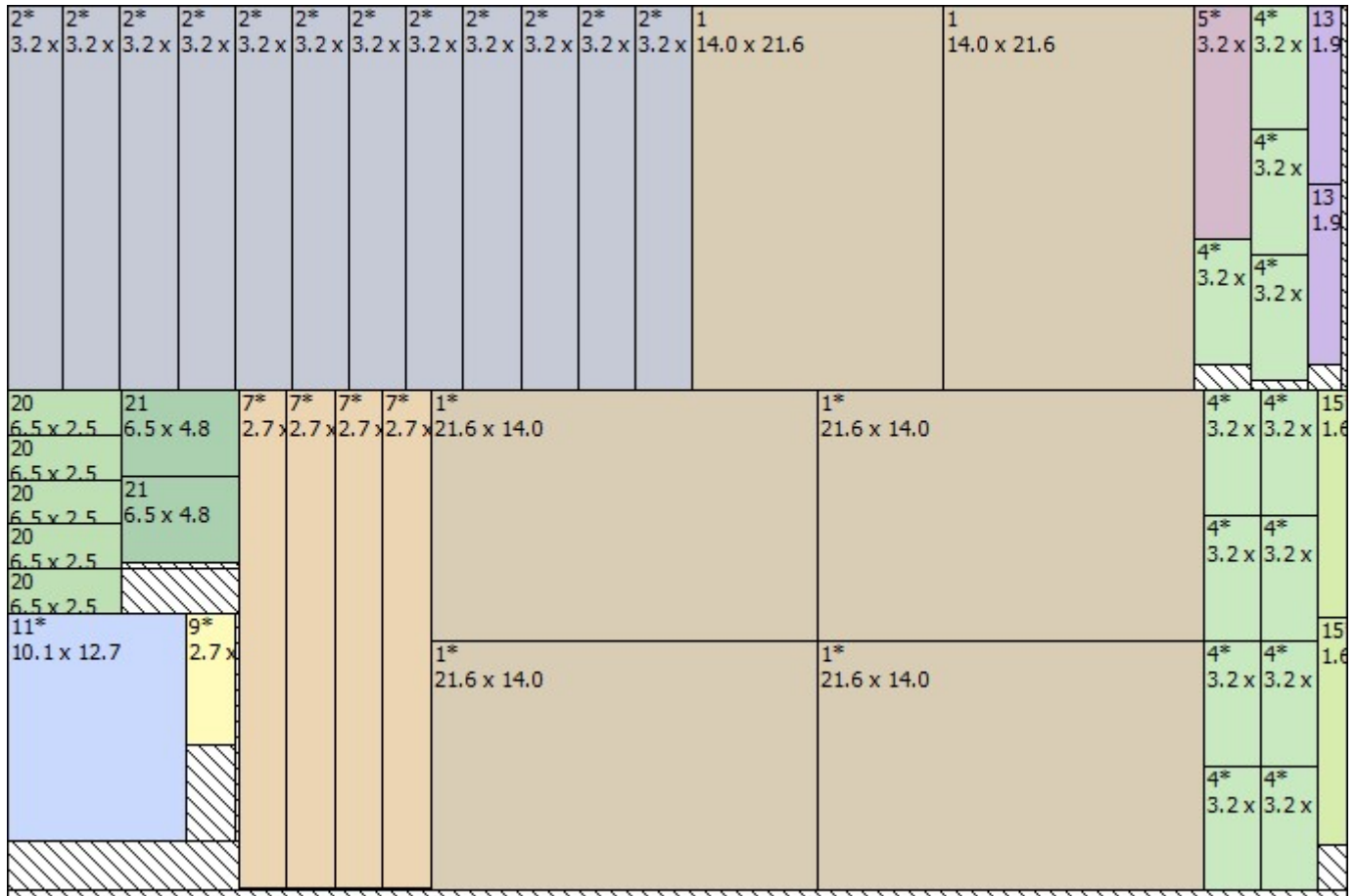
Plan parts

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

5/5/2015

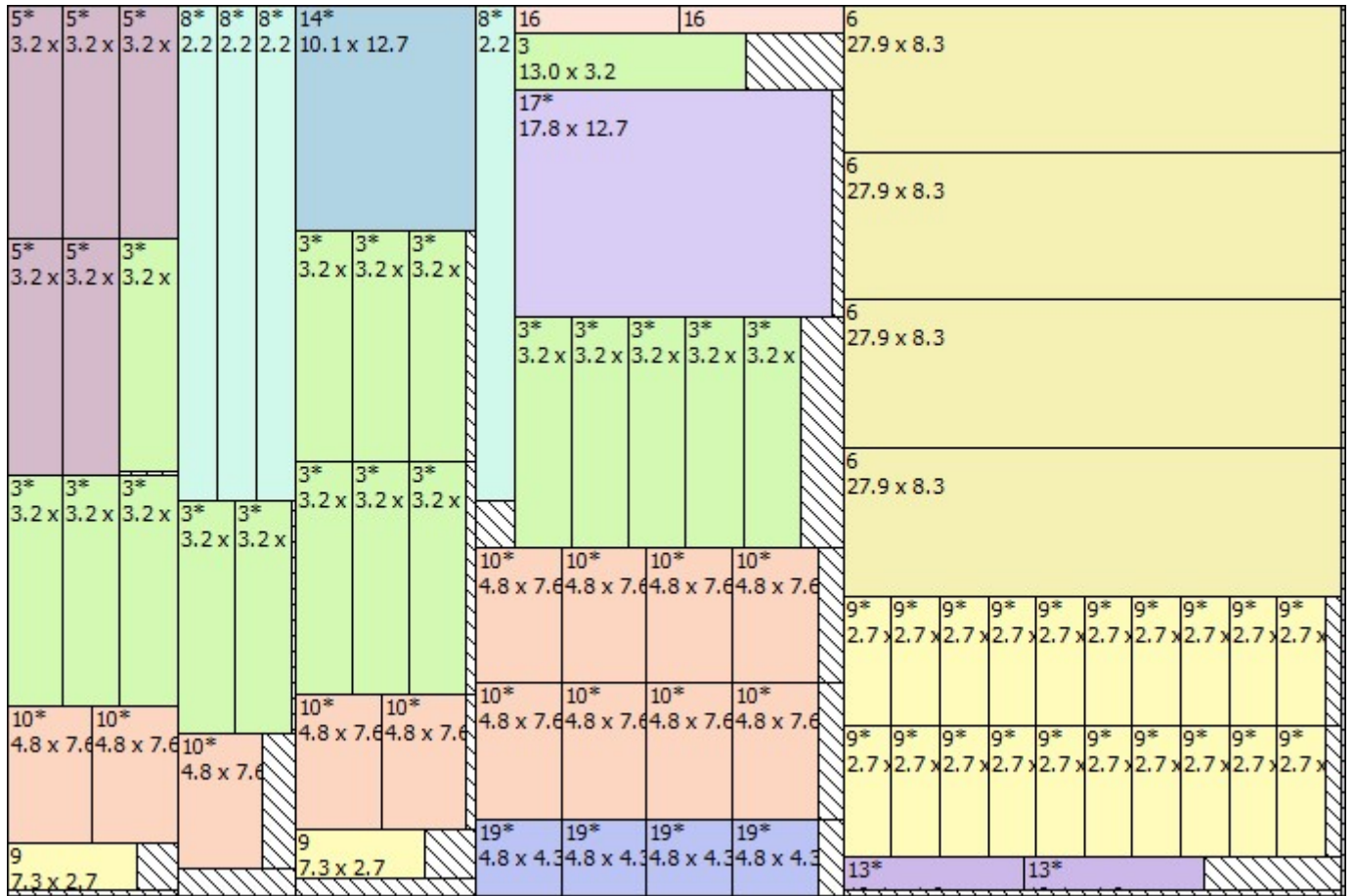
#	Order #	Description	Length	Width	Cost/pc	Total cost	Uncut	Cut
1		Player Tray - Base	14.0	21.6				6
2		Player Tray - Wall A	21.6	3.2				12
3		Player Tray - Wall B	13.0	3.2				18
4		Player Tray - Wall C	7.0	3.2				12
5		Player Tray - Wall D	13.2	3.2				6
6		Faction Component Tray - Bas	27.9	8.3				4
7		Faction Component Tray - Wai	27.9	2.7				4
8		Faction Component Tray - Wai	27.9	2.2				4
9		Faction Component Tray - Wai	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 3	1			75.0	50.0	1x



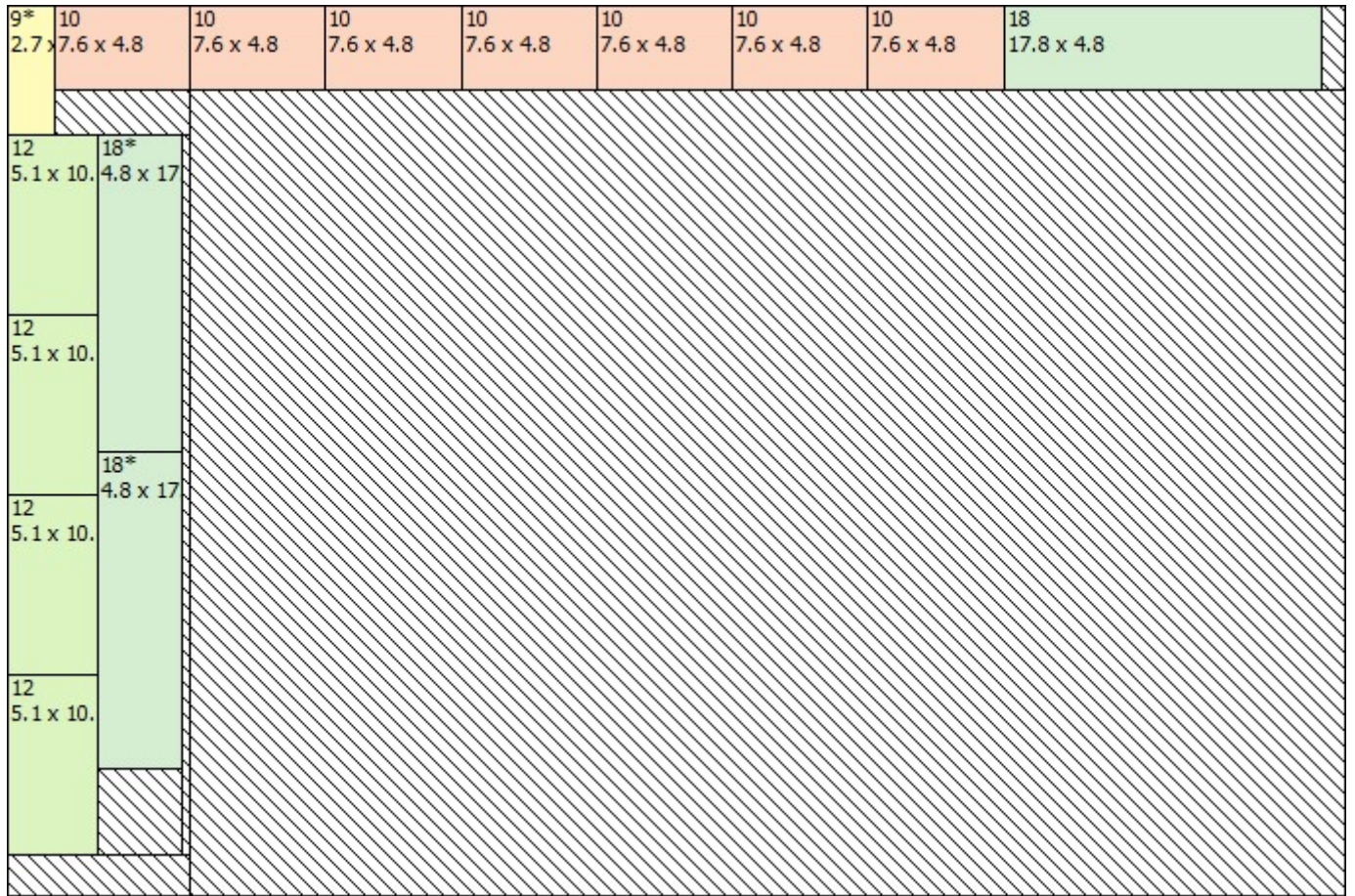
#	Part #	Description	Order #	X-coord	Y-coord	Length	Width
1	2	Player Tray - Wall A		0.0	0.0	3.2	21.6 *
2	20	Community Tray - Wall C		0.0	21.6	6.5	2.5
3	20	Community Tray - Wall C		0.0	24.1	6.5	2.5
4	20	Community Tray - Wall C		0.0	26.6	6.5	2.5
5	20	Community Tray - Wall C		0.0	29.1	6.5	2.5
6	20 *	Community Tray - Wall C		0.0	31.6	6.5	2.5
7	11 *	Systems Tray - Base		0.0	34.1	10.1	12.7 *
8	2	Player Tray - Wall A		3.2	0.0	3.2	21.6 *
9	2	Player Tray - Wall A		6.4	0.0	3.2	21.6 *
10	21	Community Tray - Wall D		6.5	21.6	6.5	4.8
11	21 *	Community Tray - Wall D		6.5	26.4	6.5	4.8
12	2	Player Tray - Wall A		9.6	0.0	3.2	21.6 *
13	9	Faction Component Tray - \		10.1	34.1	2.7	7.3 *
14	2	Player Tray - Wall A		12.8	0.0	3.2	21.6 *
15	7	Faction Component Tray - \		13.0	21.6	2.7	27.9 *
16	7	Faction Component Tray - \		15.7	21.6	2.7	27.9 *
17	2	Player Tray - Wall A		16.0	0.0	3.2	21.6 *
18	7	Faction Component Tray - \		18.4	21.6	2.7	27.9 *
19	2	Player Tray - Wall A		19.2	0.0	3.2	21.6 *
20	7 *	Faction Component Tray - \		21.1	21.6	2.7	27.9 *
21	2	Player Tray - Wall A		22.4	0.0	3.2	21.6 *
22	1	Player Tray - Base		23.8	21.6	21.6	14.0 *
23	1	Player Tray - Base		23.8	35.6	21.6	14.0 *
24	2	Player Tray - Wall A		25.6	0.0	3.2	21.6 *
25	2	Player Tray - Wall A		28.8	0.0	3.2	21.6 *
26	2	Player Tray - Wall A		32.0	0.0	3.2	21.6 *

Layout	Stock #	Description	Remnants	Length	Width	Repeat
2 of 3	1			75.0	50.0	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	5	Player Tray - Wall D		0.0	13.2	3.2	13.2*
3	3	Player Tray - Wall B		0.0	26.4	3.2	13.0*
4	10	Faction Component Tray - I		0.0	39.4	4.8	7.6*
5	9	Faction Component Tray - \		0.0	47.0	7.3	2.7
6	5	Player Tray - Wall D		3.2	0.0	3.2	13.2*
7	5	Player Tray - Wall D		3.2	13.2	3.2	13.2*
8	3	Player Tray - Wall B		3.2	26.4	3.2	13.0*
9	10	Faction Component Tray - I		4.8	39.4	4.8	7.6*
10	5*	Player Tray - Wall D		6.4	0.0	3.2	13.2*
11	3	Player Tray - Wall B		6.4	13.2	3.2	13.0*
12	3	Player Tray - Wall B		6.4	26.4	3.2	13.0*
13	8	Faction Component Tray - \		9.6	0.0	2.2	27.9*
14	3	Player Tray - Wall B		9.6	27.9	3.2	13.0*
15	10	Faction Component Tray - I		9.6	40.9	4.8	7.6*
16	8	Faction Component Tray - \		11.8	0.0	2.2	27.9*
17	3	Player Tray - Wall B		12.8	27.9	3.2	13.0*
18	8	Faction Component Tray - \		14.0	0.0	2.2	27.9*
19	14*	Large Tokens Tray - Base		16.2	0.0	10.1	12.7*
20	3	Player Tray - Wall B		16.2	12.7	3.2	13.0*
21	3	Player Tray - Wall B		16.2	25.7	3.2	13.0*
22	10	Faction Component Tray - I		16.2	38.7	4.8	7.6*
23	9	Faction Component Tray - \		16.2	46.3	7.3	2.7
24	3	Player Tray - Wall B		19.4	12.7	3.2	13.0*
25	3	Player Tray - Wall B		19.4	25.7	3.2	13.0*
26	10	Faction Component Tray - I		21.0	38.7	4.8	7.6*

Layout	Stock #	Description	Remnants	Length	Width	Repeat
3 of 3	1			75.0	50.0	1x



#	Part #	Description	Order #	X-coord	Y-coord	Length	Width
1	9*	Faction Component Tray - \		0.0	0.0	2.7	7.3*
2	12	Systems Tray - Wall A		0.0	7.3	5.1	10.1
3	12	Systems Tray - Wall A		0.0	17.4	5.1	10.1
4	12	Systems Tray - Wall A		0.0	27.5	5.1	10.1
5	12*	Systems Tray - Wall A		0.0	37.6	5.1	10.1
6	10	Faction Component Tray - l		2.7	0.0	7.6	4.8
7	18	Community Tray - Wall A		5.1	7.3	4.8	17.8*
8	18	Community Tray - Wall A		5.1	25.1	4.8	17.8*
9	10	Faction Component Tray - l		10.3	0.0	7.6	4.8
10	10	Faction Component Tray - l		17.9	0.0	7.6	4.8
11	10	Faction Component Tray - l		25.5	0.0	7.6	4.8
12	10	Faction Component Tray - l		33.1	0.0	7.6	4.8
13	10	Faction Component Tray - l		40.7	0.0	7.6	4.8
14	10*	Faction Component Tray - l		48.3	0.0	7.6	4.8
15	18*	Community Tray - Wall A *		55.9	0.0	17.8	4.8

Cuts - absolute coordinates					Sub-stocks LIFO		
#	X1	Y1	X2	Y2	Length	Width	Cut
1	10.3	0.0	10.3	50.0	75.0	50.0	10.3
2	10.3	4.8	75.0	4.8	64.7	50.0	4.8 --
3	17.9	0.0	17.9	4.8	64.7	4.8	7.6
4	25.5	0.0	25.5	4.8	57.1	4.8	7.6
5	33.1	0.0	33.1	4.8	49.5	4.8	7.6
6	40.7	0.0	40.7	4.8	41.9	4.8	7.6
7	48.3	0.0	48.3	4.8	34.3	4.8	7.6
8	55.9	0.0	55.9	4.8	26.7	4.8	7.6