

Jewelry Count Recap Report

The main *Jewelry Count Recap Report* lists your store's different jewelry merchandise types and the jewelry counts for each jewelry type defined. A second page of the report {See example below} shows the jewelry counts by location.

Column totals calculated by CompuPawn based upon jewelry transactions processed during the course of the day.

The "manual" count entered by the store employees at the end of the day.

05/27/98		COMPUPAWN DEMO JEWELRY COUNT RECAP FOR SHIFT 0558 (05/27/98)						PAGE 1		
DESCRIPTION OF MERCH.	YESTERDAYS END COUNT	BEGINNING COUNT	DIFF. (EXPLAIN)	ADDITIONS (+)	REMOVALS (-)	SALES/LYWYS (-)	REPAWN/OTHR (+/-)	CALC. TOTAL	ENDING COUNT	DIFF. (EXPLAIN)
RINGS	107	107	0	1	0	2	0	106	106	0
CHAINS	92	92	0	24	0	14	0	102	102	0
EARRINGS	3	3	0	0	0	0	0	3	3	0
CHARMS	7	7	0	0	0	0	0	7	7	0
BRACELETS	10	10	0	0	0	0	0	10	10	0
WATCHES	8	8	0	0	0	0	0	8	8	0
BL. HILL GLD	0	0	0	0	0	0	0	0	0	0
PENDANTS	0	0	0	0	0	0	0	0	0	0
TOTALS	227	227	0	25	0	16	0	236	236	0

The difference between the manual count and CompuPawn's calculated count requiring an explanation of any discrepancies.

Transaction Activity

This section of the report lists the actual transactions that account for the total jewelry count numbers generated above.

Comments

This section of the report provides an area for the store manager(s) to write down comments explaining discrepancies in the manual jewelry count and that computed by CompuPawn.

***** TRANSACTION ACTIVITY *****						DATE	*****	COMMENTS	*****
BRIEF DESCRIPTION	ITEM NO.	TRANS. NO	LOCATION	MAK/TYP	QTY	05/27/98			
CLASS RING	010292601	002676 S	10R1A	001/001	1	STORE NO. 001			
NECK CHAIN	900001163	002677 S	10R2A	001/001	1	MORNING COUNT BY			
NECK CHAIN	900000184	002687 F	10R2A	002/002	1	EVENING COUNT BY			
NECK CHAIN	900000216	002688 L	10R2A	001/001	1	MANAGER SIGNATURE			
						SUPV. SIGNATURE			
						E - Refund			
						F - Forfeited			
						I - Location			
						L - Layaway			
						P - Repawn			
						R - Receipts			
						S - Sale			
						T - Transfer			
						V - Void			