

Remembering Variances – AAT Level 4 MDCL Remember 9 Variances With 7 Slightly Weird Sentences

The person described in the sentence tells you the order of subtraction:

- Sally – **Sally** – Standard, then Actual.
- Ashley – **Ash** – Actual, then Standard.

The first word in the sentence tells you which variance the sentence applies to.

Princess Sally Crept Past Upto A Queen (SCPUAQ – ACPUAQ)

Princess = Material Price or Labour Rate

Std Cost Per Unit Act Quantity – Act Cost Per Unit Act Quantity

Unhappy Sally Queued Patiently Upto A Proper Small Cafe – Ash Queued Patiently Upto A Quite Small Cafe (SQUAPSC - AQPUAQSC)

Unhappy = Material Usage or Labour Efficiency

Std Quantity Per Unit Act Production Std Cost – Act Quantity Per Unit Act Quantity Std Cost

Vexing Sally Volunteered Casually At Hospitals (SVCAH – AVCAH)

VEXing = Variable Overhead Expenditure

Std Variable Overhead Cost Act Hours – Act Variable Overhead Cost Act Hours

Veggie Efforts: Sally Had A Particularly Spicy Vegan Curry (SHAPSVC – AHAPSVC)

Veggie Efforts = Variable Overhead Efficiency

Std Hours Act Production Std Variable Overhead Cost – Act Hours Act Production Std Variable Overhead Cost

Victorious Ash Only Ordered A Rice (SHAOOAR – SHSOOAR)

Victorious – Fixed Overhead Volume

Act Output x Overhead Absorption Rate – Std Output x Overhead Absorption Rate

****If Hours Involved, Add "SH" To Front Of Both ****

Cautious Ash Held Onto A Rail – Since He Saw People On A Rampage (AHOAR – SHSPOAR)

Cautious – Fixed Overhead Capacity

Act Hours x Overhead Absorption Rate – Std Hours Std Production x Overhead Absorption Rate

Effectively Sally Had Already Offended Oliver After Ruffling – A Hair On A Rat (SHAOOAR – AHOAR)

Effectively – Fixed Overhead Efficiency

Std Hours Act Output x Overhead Absorption Rate – Act Hours x Overhead Absorption Rate

The final two variances are easy to remember without sentences:

- Fixed Overhead Expenditure: Budgeted Fixed Overhead Total – Actual Fixed Overhead Total. To remember the order just look at the answer; does it make sense?
- Idle Time Variance: Actual Idle Time x Standard Cost