

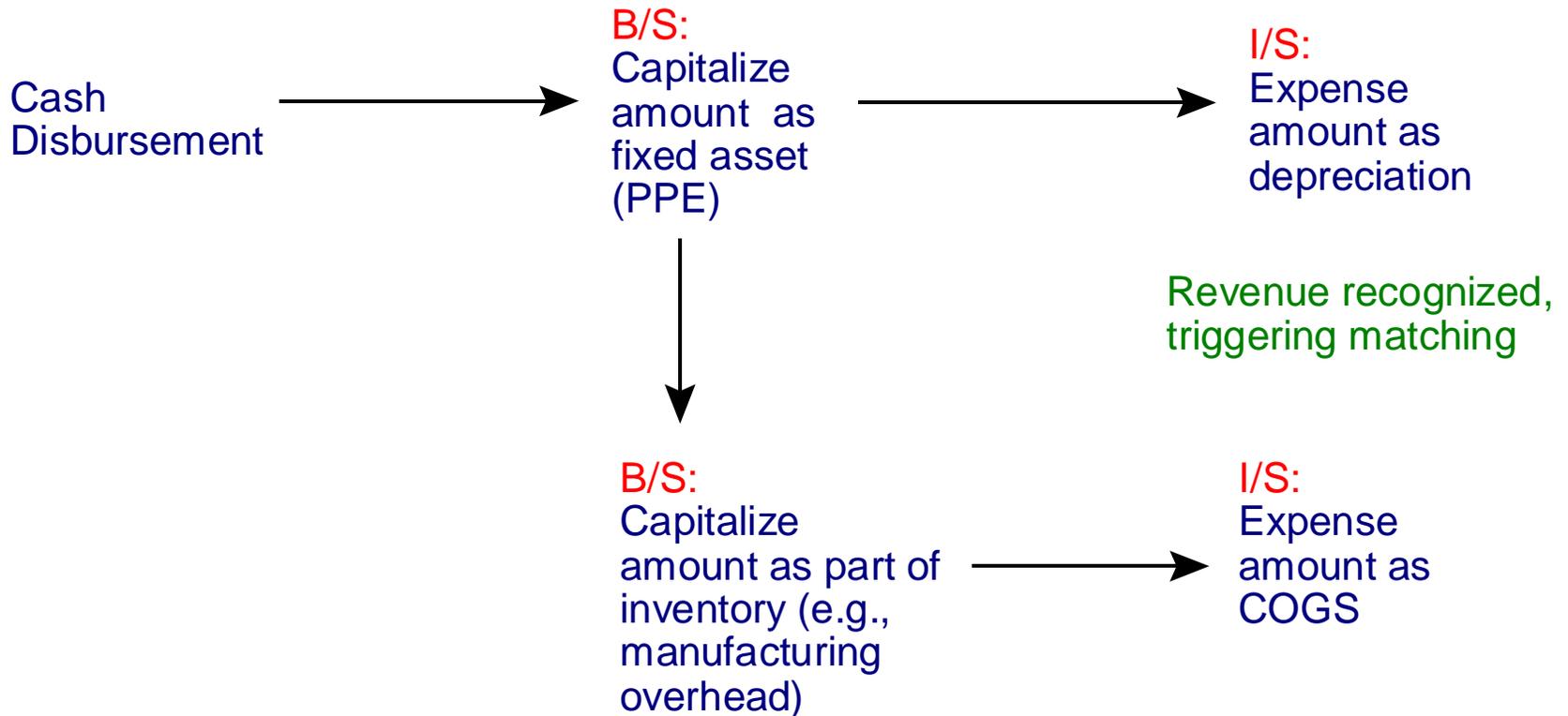
Accounting for Long-lived Assets

Objectives

- ▶ Understand more applications of the matching principle, specifically, the allocation of historical costs to future revenues
- ▶ Recognize the common aspects of the record keeping & reporting challenge that are shared by many balance sheet items related to these decisions.
- ▶ Continue to learn how to reverse engineer related accounting entries from financial statement information.
- ▶ Begin to understand and appreciate the Statement of Cash Flows.

Accounting for Long-lived Assets

Matching Principle



To account for a fixed asset one must answer the following four questions

- (1) What is the acquisition cost?
- (2) How much is the salvage value?
- (3) What is the expected useful service life?
- (4) What pattern of depreciation should be used to allocate expense over the useful life?

Determining Acquisition Costs

- ▶ What is given up to obtain the asset?
 - Purchased Assets: Purchase price plus cost to prepare the asset for use (installation, transport)
 - Case 1: Cash
 - Case 2: Financing (down payment plus loan/note)
 - Case 3: Other assets (Cash plus trade-in)
 - Self-Constructed Assets
 - Direct costs of construction
 - Financing costs (interest on funds borrowed to finance construction)

Managerial Discretion and Long-lived Assets

- ▶ Determining useful life: what factors affect this estimate?
- ▶ Determining salvage value (proceeds from eventual disposal)
- ▶ Choosing a GAAP depreciation method

Economic vs. Accounting Depreciation

Blockbuster Video:

- ▶ What is the life of a video cassette?
- ▶ What is its salvage value?
- ▶ What allocation method best matches the expense to the use of the resource?

GAAP Depreciation Methods

▶ Production (Use) Method

- Depreciation cost per machine hour
depreciable basis/service life (in machine-hours)
- Depreciation Expense = Actual hours used * hourly rate

▶ Straight-line Depreciation

- Annual Depreciation Expense
depreciable basis/service life (in years)
- Used by overwhelming majority of US firms

▶ Accelerated Depreciation

- Mostly confined to tax reporting

Accounting for Long-lived Assets: An Example

Example: Beginning of Year 1: Cost = \$100K, Salvage Value = 0, initial UL estimate of 5 years. After 2nd year, spend \$30K on improvement that extends UL by 3 years (i.e., to total of 8).

$$\text{Cash} + \text{PPE} - \text{AccDep} + \text{OA} = \text{L} + \text{CC} + \text{RE}$$

Yr 1:

Yr 2:

Yr 3:

Yr: 8

Gain or Loss on Disposal of Long-lived Assets

Example: At end of 7th year, when BV is \$15K, sell Asset from last example for scrap value of \$2K.

Cash + PPE - AccDep + OA = L + E

Depreciation Bookkeeping

- ▶ What financial statements are affected by depreciation?
- ▶ What accounts are affected?
- ▶ Does depreciation affect cash?

PP&E and the Indirect Statement of Cash Flows

▶ Cash From (Used by) Investing Activities:

- Cash Used to Purchase PP&E
- Cash Received (if any) from Disposing of PP&E

▶ Cash From (Used by) Financing Activities:

- What if PP&E is purchased using borrowed funds?

▶ Cash From (Used by) Operating Activities:

- Most firms use Indirect Method, i.e., start with reported Net Income and remove non-cash effects
- What non-cash effects of PP&E bookkeeping are embedded in Net Income?

Tax and Timing

Effects of Long-lived Assets

► Tax Depreciation

- More accelerated
- No judgment

► Tax Reporting Financial Reporting ==> timing differences in the measurement of income

- Why would a firm prefer accelerated depreciation for tax purposes?
- Why does government allow this?
- Why not use tax methods for financial reporting?

► This difference gives rise to Deferred Taxes - more on this later

Summary

- ▶ Expenditures on fixed assets are capitalized: either as PPE or part of inventory; these expenditures are later “matched” to revenues produced by the fixed assets.
- ▶ Depreciation does not involve cash. Cash is involved only at acquisition and disposal.
- ▶ Discretion is applied on making estimates of useful life, salvage value, and choice of depreciation method