What to Know About Equipment/Fabrication



CAPITAL EQUIPMENT (SUB4)

VS.

NON-CAPITAL EQUIPMENT OR SUPPLIES (SUB3)

What is considered equipment?

Equipment is also known as capital equipment, inventorial equipment or capital assets. Equipment must meet all of the criteria below:

- 1. Tangible;
- 2. Non consumable;
- 3. Free-standing not a permanent/semi-permanent part of a structure
- 4. Moveable;
- 5. Useful life is one year or longer;
- Is a stand-alone asset cannot be a component regardless of \$\$\$;
- 7. Per unit cost is \$5,000 or greater. Things that count toward that \$5K are
 - a. Tax
 - b. Dedicated hardware components
 - c. Dedicated non-renewing software
 - d. Fees (import, recycle, etc.)
 - e. Freight / shipping
 - f. Labor / installation

What is not considered equipment?

The item is not equipment if it is **any** of the below:

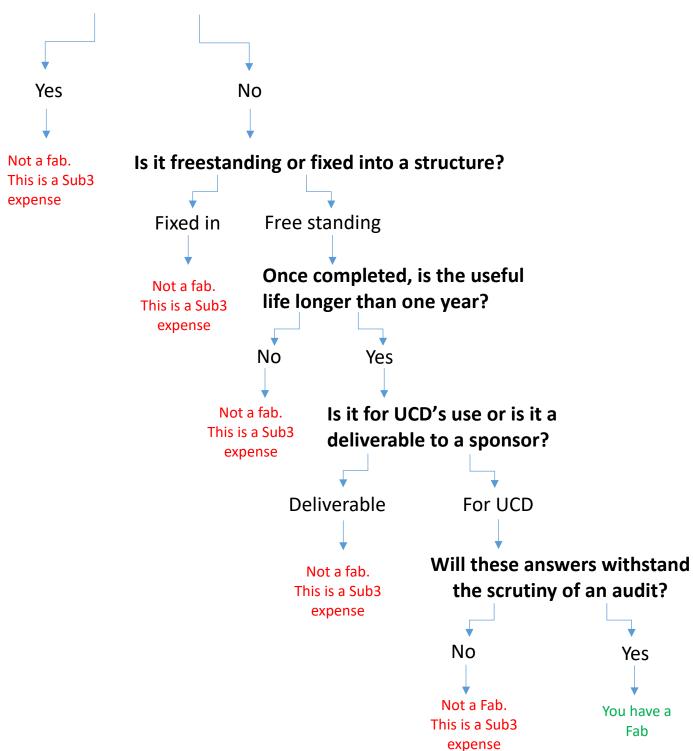
- 1. Intangible;
- 2. Consumable;
- 3. Has a Useful Life of less than one year;
- 4. Has a per unit cost of under \$5,000, even with a-f above;
- 5. Is a replacement part, regardless of cost (with very, very few exceptions);
- Is a non-dedicated component regardless of cost;
- 7. Is a component rather than a stand-alone asset. Depending on the circumstances, components may be considered add-ons. See "What is an "add-on?"

What is a Fabrication?

Fabrication = a tangible, non-consumable item that has been physically constructed by a University activity that has a total acquisition cost of \$5,000 or more with a normal life expectancy of more than one year that is expected to be used by the University upon completion and is not a product resulting from simple assembly or connecting of various parts and is not a deliverable

We're constructing it and it costs \$5,000 or more. Do I have a fab?

Is it a component part going into something else?



What is an "add-on?"

Add-on = a component whose acquisition value is permanently added to the acquisition value of the underlying equipment to which it is being added aka "capitalized," = Object Code 9000, Sub4

