

TOOLS OF THE TRADE

Utilizing a Budgeting Tool

Where do I begin?

As 2006 quickly approaches, the task of preparing next year's capital improvement budget becomes more and more intimidating. Hiring a design professional may seem premature at this stage, leaving the manager to prepare a scope and outline a budget, answering important questions regarding the future aesthetics of the clubhouse.

How much will it cost?

What will it cost to replace the carpet in the Golf Shop and the Locker Rooms? What will it cost to replace the Dining Room chairs? What will it cost to add new wallcovering in the Board Room?

The response: "I'll ask my designer."

There are a series of important questions that need to be answered first. For example: what is your club's market position? Do you want to stay there? What are your immediate and long-term goals? How large are the spaces to be addressed? What is the replacement count for dining room chairs and tables?

The solution: "A simple, yet comprehensive budgeting tool".

This valuable tool will soon exist!!!

After 25 years of responding to these needs on an individual basis, we have developed a comprehensive tool will help you to organize the project and provide preliminary pricing. This will not only save you time, money, and frustration; but will also add tremendous credibility to you as a manager.

The budgeting tool is user friendly, beginning with a checklist to help you organize your scope before sitting down to complete the questionnaire. Once you have gathered the applicable information, the actual process takes only minutes.

This will produce a full report, outlining your priorities for the upcoming year and providing estimates for expected costs.

The reward:

A quick and organized approach producing a comprehensive scope and budget report.

The bonus.....

The Budgeting Tool will be offered first to VGM Members.

If you would like assistance with an interior project at your club or for answers to questions please contact Beth Thiel at beth@thielandthiel.com.