



DETAILED PROJECT REPORT

Trophy Making



By



2023



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1. OVERVIEW OF THE JLG MEMBERS

Name of the JLG:

Number of members.

Name of Gram Panchayat/Taluk:

Name of the District:

Account details of JLG:

Details of JLG members with Hierarchy;

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

KYC:

Aadhar/PAN/Photo:



2. OBJECTIVES OF SVSY

Under Yuva Niti 2022, the new Swami Vivekananda Yuva Shakti Yojana is proposed on the following grounds to achieve holistic development of 2.1 crore youth of the state and to bring about constructive social change by the youth in keeping with the India@2047 vision of the Hon'ble Prime Minister.

The current scenario of the state on various parameters is as follows:

- i. Political Representation:** Out of total 1, 01,308 members in rural local bodies, 12,411 (12.25 per cent) youths and 360 youths (5.36 per cent) out of 6713 municipal councillors are political representatives.
- ii. Education:** Out of a total of 2.1 crores youth, 21.55 lakh (10.37 per cent) students are in high school, 11.75 lakh (5.65 per cent), 6.45 lakh (3.10 per cent) in general degree colleges, 1.51 lakh (2.72 per cent), 1.11 lakh in polytechnics. (0.53 per cent), 0.74 lakh (0.36 per cent) The total number of students studying in medical courses is 43.12 lakh, which is per cent of the total youth. 21 percent will be. Remaining 157.88 lakh youth have below 10th standard education.
- iii. Employment:** According to the National Skill Development Corporation report, out of the total 2.1 crores youth in the state, 82 lakh (41 per cent) youth are in the labour force. As the remaining 119 lakh youth (59 per cent) are not in the professional labour force, they need to be given skill training to make them self-reliant.



- iv. Skill Development:** Out of the total 82 lakh youth in the workforce, 16 lakh youth (20 per cent) have received skill vocational training. The remaining 66 lakh (80 percent) youth need to be given skill development training. Out of this, only one lakh youth are being trained by the NLRM department every year. Therefore 65 lakh untrained rural youth need skill training. To achieve this every school needs to provide vocational education from class 6 onwards.
- v. Internship:** According to the 6th Economic Census, there are a total of 28.80 lakh enterprises in the state, out of which 78,022 enterprises employ more than 8 people. About 30 lakh youths can be trained in skills by undertaking the internship program for a period of three months in local industries related to agriculture and agri-based/MSME/self-employment/service sector.
- vi. Migration Control:** Rural people have migrated from various districts to urban areas for job opportunities, of which 40 lakh (20 percent) youth are in Bangalore city. Therefore, there is a need to provide more employment opportunities at the village level.
- vii. Consolidation of programs for rural employment:** In total there are 27,395 revenue villages in the state and it is proposed to form Swami Vivekananda Self Help Groups, one in each village, on the model of Women's Self-Help Groups to provide self-employment to the unorganized workers in these. There are about 15 to 20 youth in each group, and 5.50 lakh youth in 27,395 self-help groups have received Rs. 1.5 lakh to provide margin money estimated at Rs. 410 crores will be required.
- viii. Bank Linked Schemes:** Coordination and inclusion of Yuva Shakti schemes with schemes linked to 25 banks. There are 35000 shelves of projects under the Mudra



loan scheme, and steps will be taken to select the financial activities of the self-help societies based on these models.

- ix. Training:** Skill development training will be imparted to the youth under the National Entrepreneurship Mission under the 18 programs being implemented by various departments under this scheme. Training for agriculture and other activities will be provided through the Rural Development Self Employment Training Institute (RUDSETI).
- x. Formation of State Level Committee:** It is proposed to constitute a committee under the chairmanship of the Minister of Youth Empowerment and Sports at the State level for implementation and monitoring of the programme. RDPR, Commerce and Industry, Labour, Skill Development and Bank representatives will be members of this committee.
- xi. District Level Committee:** It is proposed to constitute a District Level Committee under the Chairmanship of the Chief Executive Officer of the Zilla Panchayat for the implementation and supervision of the program at the district level. The members of this committee are the officers of Rural Development and Panchayat Raj, Commerce and Industry, Labour, Skill Development Departments and District Lead Bank Managers.
- xii. Village level stewardship:** The village level stewardship of this program will be handled by Rural Development and Panchayat Raj Departments and Youth Empowerment and Sports Departments.

3. ABOUT VKF



VKF is a Think Tank of Community Change Champions who are from various walks of Social Spaces with diverse backgrounds and specialists from their domains.

VKF is a platform that enables as a think tank to evolve an aggregation of the social impact service providers and entrepreneurs for bringing about a transformational movement of social Change that is measurable on the lines of the Strategic Sustainable Development Goals (SSDG) of United Nation (UN).

VKF's strong focus is on enhancing the rural mass entrepreneurship development clubbed with rural livelihood options. In this direction, VKF team is working with the rural livelihood SHGs members and handholding them to elevate themselves to newer socio-economic status and uplifting the whole geography of the cluster by setting up of Common Facility Centres.

VKF's experience spans across conceptualizing cluster mapping, conducting baseline surveys, awareness creation, trust building activities, capacity building, design thinking activities etc., to enhance capabilities of the artisans and livelihood SHGs in the clusters.

VKF also indulges in working with MSME, ESTC, IDEMI, Tribes India, NRLM and WCD to support rural masses in terms upgrading their livelihood opportunities. It also facilitates in preparation of DPR, Govt. liaising, market linkage activities, brand awareness, branding initiatives, value addition of the products produced by clusters etc.

4. NAME OF PRODUCT AND TECHNOLOGY

Trophy Making



Trophy making is a highly specialized craft that involves the creation of physical objects that are presented as awards or recognition for achievement in various fields, such as sports, academics, business, and the arts. Trophies are typically made from materials such as metal, plastic, or glass, and can take on a wide variety of shapes and sizes depending on the occasion and the preferences of the organizers.

The trophy making process involves several key steps, including design, material selection, casting or fabrication, finishing, and engraving. The design of the trophy is an important first step, and involves careful consideration of the event or activity being recognized, as well as the preferences of the organizers and the aesthetic qualities of the trophy itself.

Trophy making is a highly skilled craft that requires attention to detail, creativity, and a deep understanding of the materials and processes involved. Trophy makers may work independently, or as part of a larger company that specializes in creating trophies and other awards for a wide variety of events and occasions.

5. DELIVERABLES AND MARKET OF THE PRODUCT

Trophy Making

- The trophy making industry serves a variety of customers, including sports teams, schools, businesses, non-profit organizations, and individuals.



- The market for trophy making is driven by a wide range of events and occasions, including sporting events, academic competitions, corporate events, and personal milestones.
- The trophy making industry is highly competitive, with many players competing for market share.
- As the market for customized and personalized products continues to grow, the trophy making industry is poised for continued growth and innovation.
- Online trophy making and customization services have become increasingly popular in recent years, allowing customers to design and order trophies, plaques, and medals from the comfort of their homes or offices.
- Physical objects designed to commemorate and recognize achievements, typically made of metal, plastic, or glass.

Project assumptions:



Table: Detailed Project Assumptions		
Parameter	Value	
Average Output Capacity of the Trophy Making m/c	25 piece/day	
Utilization of capacity:	Year 1	65%
	Year 2	70%
	Year 3	75%
	Year 4	80%
	Year 5	85%
Working days per year:	300 days	
Working hours per day:	8-10 hours	
Average price of raw material:	Rs. 130/piece	
Average sale price of Finished product	Rs. 500/piece	

Assumptions:

This model DPR for Trophy Making is basically on certain assumptions that may vary with capacity, location, raw materials availability etc. An entrepreneur can use this model DPR format and modify as per requirement and suitability. The assumptions made in preparation of this particular DPR are given in Table below. Therefore, land and civil infrastructures are assumed as already available with the entrepreneur.

Details of Machinery



Metal Acrylic Trophy Laser Cutting Machine
Power: 100watts
Material: Metal
Supplier: Rishabh Techno Solutions
Location: 2928,1 First Floor Paharganj Delhi - 110055, India



Suppliers are available in Bengaluru and Coimbatore

Market Output:

VKF will hand hold them to facilitating better packing and market linkage.

<p><u>Market Linkage</u></p> <ul style="list-style-type: none"> ❖ <u>Super Markets/Hyper Markets</u> ❖ <u>Offices</u> ❖ <u>Sports Complex</u> 	<ul style="list-style-type: none"> ❖ <u>E-commerce</u> ❖ <u>School</u> ❖ <u>Colleges</u>
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6. ROLE OF EACH OF THE JLG MEMBERS

How JLG will participate:

- 2 persons will be used to procurement
- 2 persons for production
- 2 persons for the logistics & sales
- 3 persons for value addition
- 1 person for waste management like selling the waste to end users



7. SOFT INTERVENTION

The following are the soft interventions to be arranged:

- Awareness on financial inclusion will help in getting the assistance from Government and other sources.
- Export promotional orientation for the JLG members.
- Awareness/ training programme on product quality, handling practices.
- Capacity Building activity
- Trust Building activities
- Programmes on technical skill enhancement to unit owners.
- Programmes on Business and entrepreneurship skill enhancement to unit owners
- Mass entrepreneurship development program in the JLG eco system.

8. BREAK UP COST AND MARGIN OF THE PROJECT AND THE IMPLEMENTATION SCHEDULE

The proposed cost of the project is as follows:

Sl. No.	Details	Cost in Rs.	Percentage
1.	Bank Loan	3,15,000	90%
2.	JLG contribution	31,500	10%
3.	Total	3,46,500	100%



Sl. No.	Details	Cost in Rs
1.	Machine cost	1,56,500
2.	Furniture	40,000
3.	Working capital (Shed deposit, electric connection deposit, Miscellaneous and preoperative expenses)	1,50,000
	Total	3,46,500

The proposed project implementation schedule is as follows:

Sl. No.	Project Component	Schedule
1	Shed for the project on rental basis	Identified
2	Electricity and Water facility Installation	Present
3	Arrival of Machinery	Within 1 months of Order
4	Erection of Machinery	Within 5 days of arrival
5	Commissioning	Within 2-4 days of erection
6	Commercial Usage	Within 2 months from approval

9. LAND/SHED STATUS:

The JLG has already identified the shed required for the project within the project area.

10. SWOT ANALYSIS OF THE PROJECT



I. Strength

- JLG members are very young and aware of demand of processed dehydrated fruits and vegetables in the local as well as the national market.
- Karnataka has a large pool of skilled artisans who can create intricate and high-quality trophies.
- Karnataka is rich in natural resources, providing a variety of materials to create trophies such as metal, wood, acrylic, glass, and more.
- Trophy making is a niche industry that caters to a wide range of customers, including schools, colleges, sports organizations, corporations, and the government.
- The JLG members are having good coordination and co-operation among themselves and their friends. From this process they can support lot of their friends.

II. Weakness

- Many trophy makers in Karnataka lack the resources and knowledge to market their products effectively.
- Trophy making in Karnataka has not seen much innovation, which may make it challenging to differentiate from competitors
- The JLG members lack insufficient place for working/processing in their units. All the process was being carried at one small area.
- The JLG members are unable to purchase modern machineries due to financial limitations.



- The JLG members have poor access to national and international markets. This will affect initially the profitability of the JLG members.
- There is no branding for the product.

III. Opportunities

- JLG members are still very young if they start performing well in business and in future modern process machinery with better productivity and quality as well as special features for the final products also can be done within JLG members.
- The demand for trophies in Karnataka is likely to increase due to the growth of sports and corporate events in the region.
- Young JLG members have long way to go with new innovation of value addition products of processed dehydrated fruits and vegetables.

IV. Threats

- Due to poor market access the profitability of the JLG members may fall bit low level. This may discourage initially to JLG members.
- Major Player in the industry will sell it for lower price at the beginning and JLG members need to work hard.

11. YOUTH EMPOWERMENT IMPACT OF THE PROJECT ON ECOSYSTEM

We have surplus youths in the state, graduate, undergraduate etc. supporting them to create self-employment will motivate to become entrepreneurs, they will live independent life.



Entrepreneurship will greatly impact the lifestyle of the youths, if businesses work along with their involvement of all the members towards creating awareness and promoting positive impacts on others.

Ecosystem Support from Project-

- **Job Creation:** Trophy making projects can create job opportunities for the local community. This can lead to an increase in income, a reduction in poverty, and a boost in economic growth for the region. By providing stable employment, trophy making projects can reduce the pressure on natural resources by providing an alternative to activities like logging, fishing, or farming.
- **Sustainable Sourcing:** Trophy making projects can ensure that their materials are sourced sustainably, and responsibly. This includes using environmentally friendly materials, such as recycled metals, and promoting sustainable harvesting of wood and other natural resources.
- **Community Outreach:** Trophy making projects can support local community initiatives that promote environmental sustainability. For example, they can partner with local schools or non-profit organizations to provide environmental education, organize community clean-up events, or support conservation projects.
- **Waste Reduction:** Trophy making projects can implement waste reduction measures to minimize their environmental impact. This can include reducing energy consumption, reducing water usage, and implementing recycling programs.



By reducing waste, trophy making projects can contribute to a healthier local environment.

- **Biodiversity Conservation:** Trophy making projects can support the conservation of local biodiversity by protecting and preserving natural habitats.

12.THE END PRODUCTS PRODUCED WITH THE MACHINE





12. FINANCIALS

CASH FLOW STATEMENT

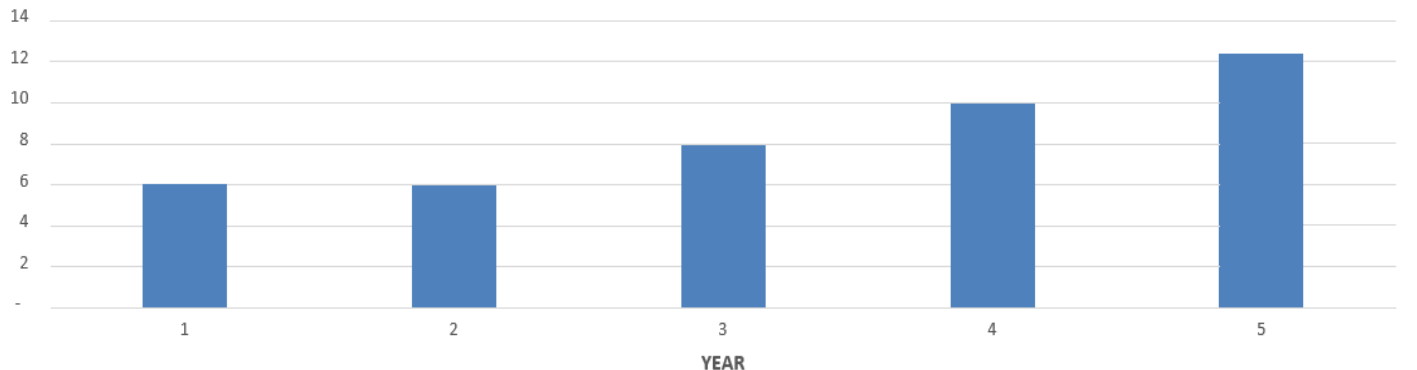
Particulars	Year				
	Year 1	Year 2	Year 3	Year 4	Year 5
<u>REVENUE FROM SALE OF TROPHY'S</u>					
No. of working days in a Year	300	300	300	300	300
Less : Days for off Season	-	-	-	-	-
No. of Machine Running days in a Year	300	300	300	300	300
Capacity of the machine in Piece per day	25	25	25	25	25
Production in Piece	100%	100%	100%	100%	100%
Utilisation of the Capacity (%)	65%	70%	75%	80%	85%
Production during the year (in Articles)	4,875	5,250	5,625	6,000	6,375
Rate per Article	500	550	605	666	732
Gross Revenue earned per annum - A	24,37,500	28,87,500	34,03,125	39,93,000	46,66,819
<u>COST OF RAW MATERIALS</u>					
Consumption of Raw Materials	4,875	5,250	5,625	6,000	6,375
Rate per Piece	130	143	157	173	190
Total Cost of Raw Material per annum - B	6,33,750	7,50,750	8,84,813	10,38,180	12,13,373
<u>EXPENDITURE</u>					
Salaries and Wages	9,00,000	10,35,000	11,90,250	13,68,788	15,74,106
Electricity Charges	96,000	1,05,600	1,16,160	1,27,776	1,40,554
Rent	1,80,000	1,98,000	2,17,800	2,39,580	2,63,538
Transportation and Travelling	1,20,000	1,32,000	1,45,200	1,59,720	1,75,692
Packaging and Promotion Expenses	1,20,000	1,32,000	1,45,200	1,59,720	1,75,692
Miscellaneous Expense	36,000	39,600	43,560	47,916	52,708
Total Expenditure - C	14,52,000	16,42,200	18,58,170	21,03,500	23,82,289
Net Profit before Interest /Cash Flow (A-B-C)	3,51,750	4,94,550	6,60,143	8,51,321	10,71,157



DSCR STATEMENT

	Year 1	Year 2	Year 3	Year 4	Year 5
	Projected	Projected	Projected	Projected	Projected
Profit available to service the debt	3,51,750	4,94,550	6,60,143	8,51,321	10,71,157
Loan Repayment	28,750	61,747	67,875	74,611	82,016
Interest on Term Loan	29,361	24,551	18,423	11,686	4,281
Debt to be Served	58,111	86,298	86,298	86,298	86,298
Debt Service Coverage Ratio	6	6	8	10	12
AVERAGE DSCR	8				

DEBT SERVICE COVERAGE RATIO



BREAKEVEN ANALYSIS

Investment Value Including Margin Rs. 350000

Year ended	Year 1 Projected	Year 2 Projected	Year 3 Projected	Year 4 Projected	Year 5 Projected
Cash Flow as per Statement of Income	3,51,750	4,94,550	6,60,143	8,51,321	10,71,157
Less : Interest on Loan	29,361	24,551	18,423	11,686	4,281
Less : Estimated Drawings/Personal Expenses	1,75,875	2,47,275	3,30,071	4,25,660	5,35,579
Net Cash Flow	1,46,514	2,22,724	3,11,648	4,13,974	5,31,297
Cumulative Cash Flow	1,46,514	3,69,238	6,80,886	10,94,860	16,26,157
Break Even Investment (in years)	1 Year and 11 Months				



REPAYMENT SCHEDULE

Year	Quarter	Loan Installment	Principal Payment	Loan Outstanding	Interest at 9.5%	Cumulative Interest
1	1	7,481	-	3,15,000	7,481	29,361
	2	7,481	-	3,15,000	7,481	
	3	21,574	14,205	3,00,795	7,369	
	4	21,574	14,545	2,86,250	7,029	
2	1	21,574	14,893	2,71,356	6,681	24,551
	2	21,574	15,250	2,56,107	6,325	
	3	21,574	15,615	2,40,492	5,960	
	4	21,574	15,989	2,24,503	5,586	
3	1	21,574	16,371	2,08,132	5,203	18,423
	2	21,574	16,763	1,91,368	4,811	
	3	21,574	17,165	1,74,203	4,410	
	4	21,574	17,576	1,56,628	3,999	
4	1	21,574	17,996	1,38,632	3,578	11,686
	2	21,574	18,427	1,20,205	3,147	
	3	21,574	18,868	1,01,336	2,706	
	4	21,574	19,320	82,016	2,255	
5	1	21,574	19,782	62,234	1,792	4,281
	2	21,574	20,256	41,978	1,319	
	3	21,574	20,741	21,237	834	
	4	21,574	21,237	-	337	
Total		4,03,303	3,15,000		88,303	88,303



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