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| Topper Toys has developed a new toy called the Brainbuster. The company has a standard cost system to help control costs and has established the following standards for the Brainbuster toy: |

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|  Direct materials: 7 diodes per toy at $0.32 per diode |
|  Direct labor: 1.2 hours per toy at $7.30 per hour |

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| During August, the company produced 4,800 Brainbuster toys. Production data on the toy for August follow: |

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| Direct materials: 70,000 diodes were purchased at a cost of $0.29 per diode. 28,000 of these diodes were still in inventory at the end of the month. |
| Direct labor: 6,260 direct labor-hours were worked at a cost of $48,828. |

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| **Required:** |
| **1.** | Compute the following variances for August **(Input all amounts as positive values. Do not round your per unit rates, round other intermediate calculations and your final answer to nearest whole dollar.  Leave no cells blank - be certain to enter "0" wherever required. Indicate the effect of each variance by selecting "F" for favorable, "U" for unfavorable, and "None" for no effect (i.e., zero variance). Omit the "$" sign in your response)**: |

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| **a.** | Direct materials price and quantity variances. |

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|   |   |   |
|   Material price variance | $   |  |
|   Material quantity variance | $   |  |
|  |

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| **b.** | Direct labor rate and efficiency variances. |

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|   |   |   |
|   Labor rate variance | $   |  |
|   Labor efficiency variance | $   |  |