

Tips Point Weight Applied to Employee

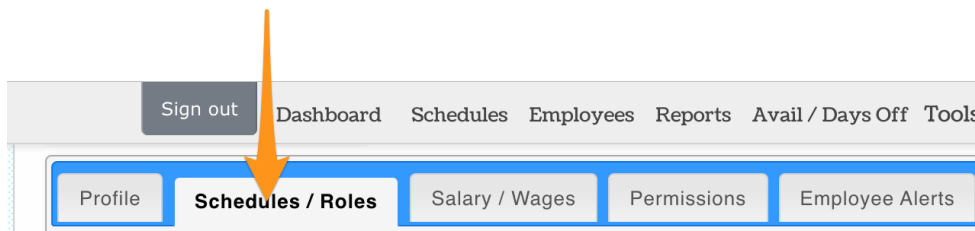
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Tips Point-Weight is generally defined by Role, but Teamwork provides the ability to customize points by employee. Two methods are shown below.

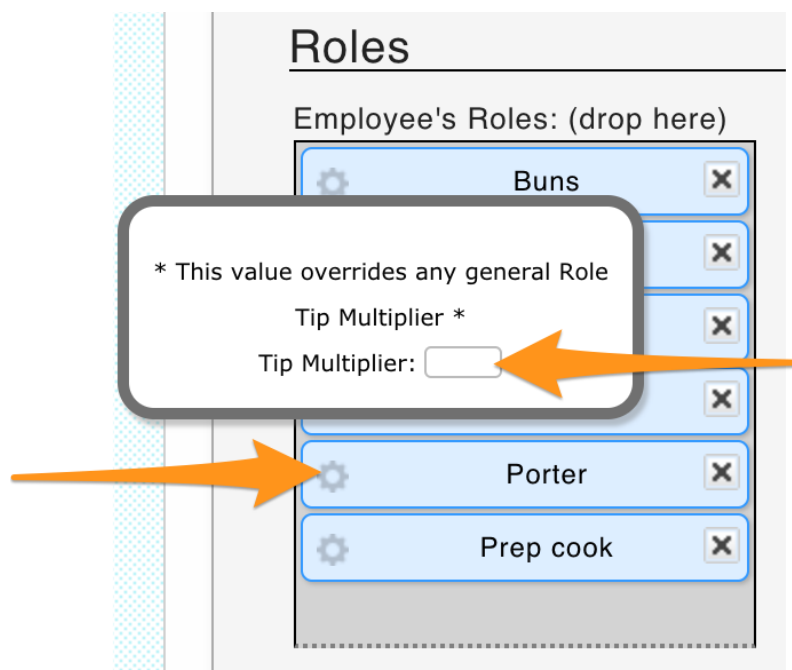
Assigning Custom Role Points per Employee

Apply a Point-Weight per **by employee**, which will override role-point defaults, as follows:

1. Edit Employee > Schedules & Roles Tab > Scroll to bottom half of page to view roles.



2. Points are assigned by Role. Click on the a Role's gearwheel menu, and enter a point value.

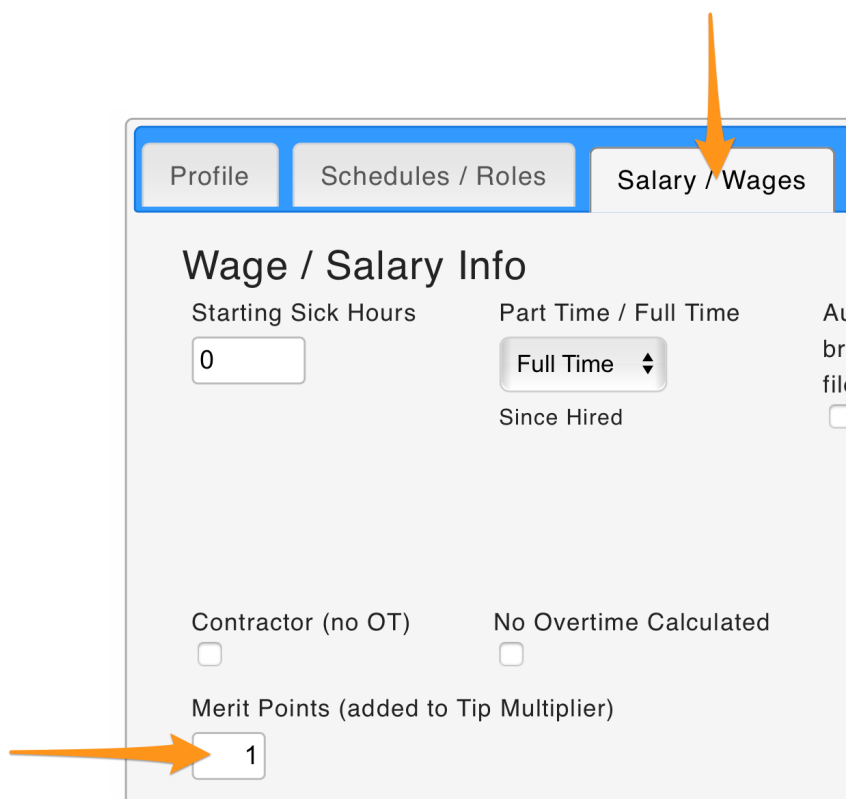


NOTE: Point entries will not change *prior* tip-outs, but will effect *subsequent* tip-outs.

Assigning Merit Points per Employee

Merit Points can be added to an employee from their Salary / Wages tab as shown below.

Merit points will be **added** onto the existing point values of a given pool. i.e. If a point value would otherwise be 1, and a merit value of 1 is given to an employee, then their point value in a pool would be 2.



The screenshot shows a web interface with three tabs: 'Profile', 'Schedules / Roles', and 'Salary / Wages'. The 'Salary / Wages' tab is active and highlighted with a blue border. An orange arrow points to this tab. Below the tabs is the 'Wage / Salary Info' section. It contains several fields: 'Starting Sick Hours' with a value of '0', 'Part Time / Full Time' with a dropdown menu set to 'Full Time', and 'Since Hired' with an unchecked checkbox. Below these are two checkboxes: 'Contractor (no OT)' and 'No Overtime Calculated', both unchecked. At the bottom, there is a field labeled 'Merit Points (added to Tip Multiplier)' with a value of '1'. An orange arrow points to this field.