

# Resync Punches with POS

Last Modified on 12/24/2023 1:35 pm MST

When you source time data from the POS, same day edits to time punches will automatically flow into Teamwork. We keep a live sync for 24 hours by default. If you make time punch edits in the POS outside of the live sync window with Teamwork, you can resync those changes by scrolling to the bottom of the schedule, and clicking "Resync Punches"

Mon Jul 25 (24)		Tue Jul 26 (24)		Wed Jul 27 (24)		Thu Jul 28 (24)		Fri Jul 29 (24)		Sat Jul 30 (24)		Sun Jul 31 (24)	
Add ▾		Add ▾		Add ▾		Add ▾		Add ▾		Add ▾		Add ▾	
All 14 Clock-Ins/NS Approved Tips ✓		All 13 Clock-Ins Approved Tips ✓		All 13 Clock-Ins/NS Approved Tips ✓		All 12 Clock-Ins Approved Tips ✓		All 15 Clock-Ins Approved Tips ✓		All 15 Clock-Ins Approved Tips ✓		All 14 Clock-Ins/NS Approved Tips ✓	
Sched	Act	Sched	Act	Sched	Act	Sched	Act	Sched	Act	Sched	Act	Sched	Act
64.3	66.4	64.3	72.7	64.3	57.6	63.8	61.8	86.5	85.5	88.0	89.8	83.0	84.0
8,860	10,437	8,691	11,332	9,285	11,130	10,278	10,637	13,252	14,160	16,786	17,223	16,720	16,076
11.1%	9.7%	11.2%	9.7%	10.6%	7.9%	9.5%	8.9%	10.1%	9.3%	8.1%	8.1%	7.1%	8.0%
↗ (\$1,572)	Note	↗ (\$1,413)	Note	↗ (\$1,274)	Note	↗ (\$1,249)	Note	↗ (\$1,659)	Note	↗ (\$2,168)	Note	↗ (\$2,007)	Note
Trans: 2	Guests: 212	Trans: 236	Guests: 237	Trans: 228	Guests: 230	Trans: 223	Guests: 224	Trans: 293	Guests: 295	Trans: 302	Guests: 304	Trans: 290	Guests: 292
Resync Punches		Resync Sales/Tips Resync Punches		Resync Sales/Tips Resync Punches		Resync Sales/Tips Resync Punches		Resync Sales/Tips Resync Punches		Resync Sales/Tips Resync Punches		Resync Sales/Tips Resync Punches	

This action will resync punches for the entirety of the location (all schedules, not just the one you click from) for that business day.

It will require the punch be manager re-approved, if a change has been made.

12 Clock-Ins, 2 NS - 13 Approved		
Tips ✓		
<b>Sched</b>	<b>Act</b>	
64.3	66.4	
8,860	10,437	18%↑
11.1%	9.7%	
↑ (\$1,362)	<b>Note</b>	
Trans: 212 Guests: 212		
Resync Sales/Tips Resync Punches		

\*\*IMPORTANT: Tip bundles are not dynamically updated with edits made to time punches. If this edit has a direct impact on the tip distribution, you will need to delete and rerun tips.\*\*