PAYCOM – SCHEDULE SETUP-TEMPLATES & GROUPS

This is where you set up the Template and Groups within the template

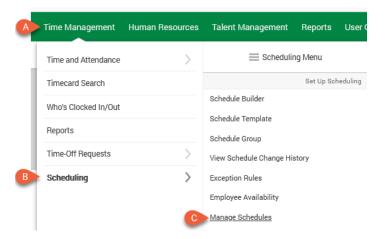
Setting up the Schedule Template is a one-time activity

Setting up the Schedule Groups may need to be edited occasionally as new staff members are added or removed

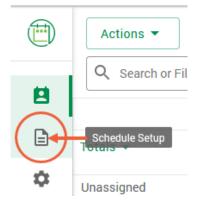


From the main menu of Paycom

- A. Hover over Time Management
- B. Hover over Scheduling
- C. Left click on Manage Schedules



On the left side of the scree, left click on Schedule Setup

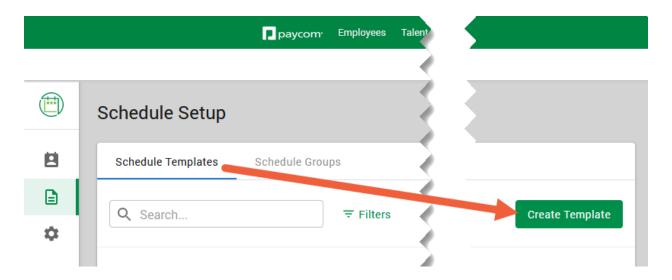




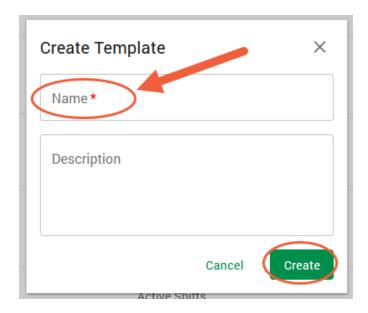
SCHEDULE TEMPLATE – ADD NEW TEMPLATE



The screen should open to the Schedule Templates list. Left click on the Create Template button on the right side of the screen



The Create Template window will open. Left click on the Name field and type the full name of your location and the left click on Create



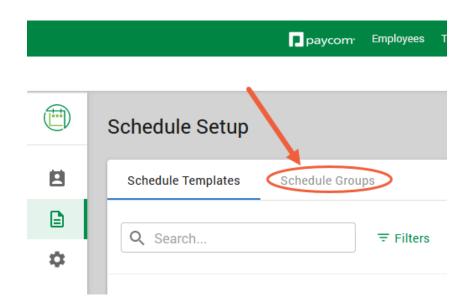


SCHEDULE GROUP – ADDING A GROUP

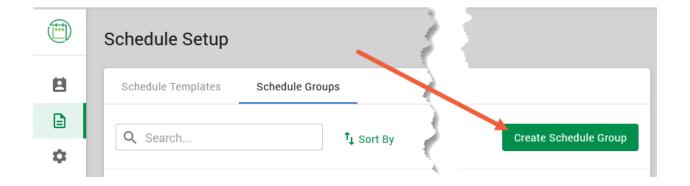
Once a group is set up the only pieces that would need to be edited are the Approvers and/or the Employees (steps 11 and 12)



To access the Schedule Groups left click on the Schedule Groups tab



Left click on Create Schedule Group

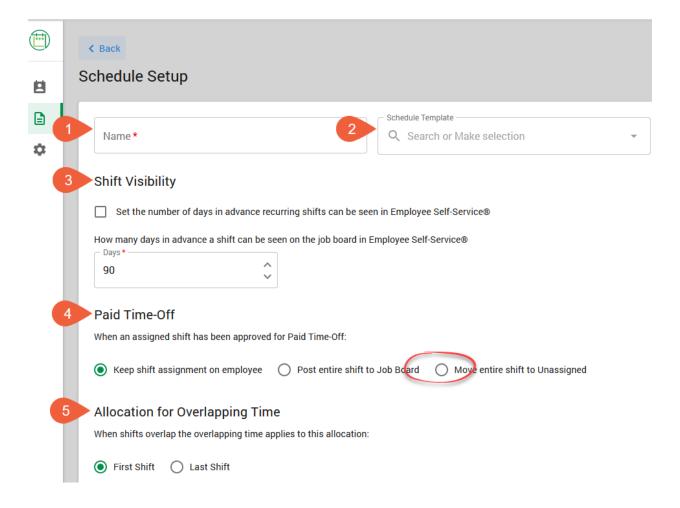






The Schedule Setup window will open

- 1. Name Type in the full name of your clinic
- 2. **Schedule Template** Left click on the dropdown arrow and select your clinic
- 3. **Shift Visibility** Keep the default settings as they are no changes
- 4. Pad Time-Off Select the radio button for Move entire shift to Unassigned
- 5. Allocation for Overlapping keep the default First Shift selected





The Schedule Setup window – Cont'd

- 1. Auto Assign Labor Allocation from Schedule uncheck all the boxes
- 2. Auto Remove Shift All of these boxes will remain checked
- 3. Additional Options Keep the default check boxes checked (2 & 3) and add a check the last box (Enable warning when...)
- 4. Recurring Assignments The default radio button of One-Time Assignments will remain selected

	1 Auto-Assign Labor Allocation from Schedule
	When an employee clocks in to the following punch, but Labor Allocation is not specified, the shift's Labor Allocation will be automatically assigned:
	In Day In Lunch In Break Dollars
*	Auto Remove Shift When employees have the following statuses their shifts will automatically be removed:
	✓ Terminated ✓ Deceased ✓ Retired ✓ Inactive ✓ On Leave 3 Additional Options
	Automatically removed shifts will post to the job board
	Schedule exchanges between employees must be approved by an approver
	Enable a warning when assigning a shift that overlaps with another shift
	Allow supervisors and employees to send schedules to timecard
	Enable a warning when scheduling an employee with pending or approved time-off
(4 Recurring Assignments
	If Recurring Assignments is selected the user will have the ability to include future occurrences when assigning or reassigning the shift to an employee
	One-Time Assignments

Schedule Notifications – These defaults are set and should remain as they are

Schedule Notifications

3 Assigned



Approvers – This gives the supervisors access to approve shift exchanges between employees assigned to this schedule group. Multiple supervisors can be assigned to one group.

Employees – Select the employees that you would like to assign this schedule group to. If the employee is not in this group, then they cannot have shifts assigned to them

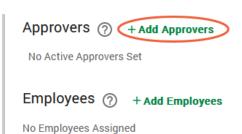
Approvers ? + Add Approvers

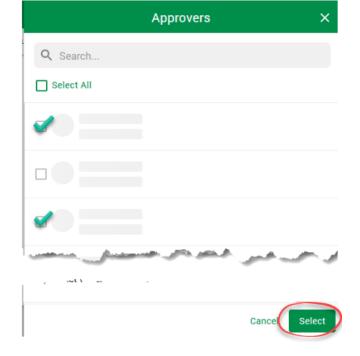
No Active Approvers Set

Employees (?) + Add Employees

No Employees Assigned

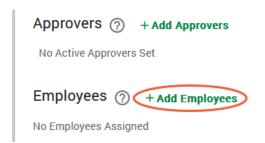
To select the Approvers, left click on Add Approvers. The Approvers window will open with a list of supervisors. Select the people you want to be approvers for this group and then click on Select.

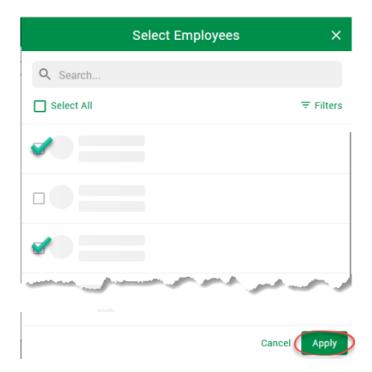






To select employees, left click on Add Employees. The Select Employees window will open with a list of employees you have approval access to. Select the people you want to be able to schedule shifts for and then click on Apply.





Once all the settings have been adjusted, left click on Create to make sure the settings are saved

