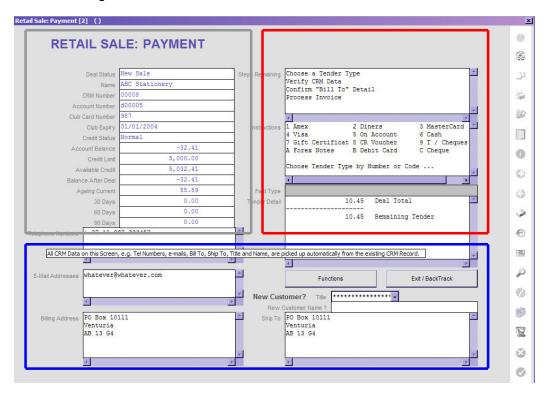


## Introduction

This Document deals with the Tender Step when processing a Sale or approving a Customer Order. A Sale is distinguished from an Order in the sense that a Sale is regarded as a Direct Sale, i.e. the Customer being present and taking delivery of available Items, whereas in the case of an Order, the Items will be shipped or collected later. Even on a Sale, some Items may not be immediately available, and may be shipped or collected later, but the Tender (or Payment) process must be fully completed.

# The Tender (Payment) Process

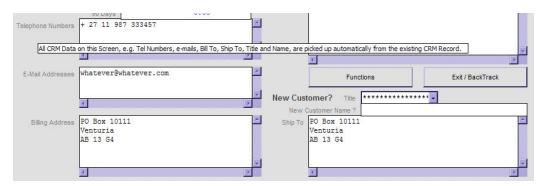
Once the "Process Sale" option is chosen from the main Retail Processing Screen, or "Approve" in the case of an Order, the system will process certain Validations, may call for details of Serial Numbers not yet specified (depending on which Line Items are delivered 'now' ...), and may prompt for other required information, before offering the Tender Screen shown below.



In the clip shown above, we have created three areas enclosed by blue, gray and red lines, respectively (these lines do no exist on the Screen itself, only in this Document!), and we will blow up each in turn to look at them more closely. After looking at the blue and gray, we will home in on the red area again and again to illustrate different examples.



Some CRM Contact Data is displayed in the area of the Screen shown below. This Data is not usually captured, but derived automatically from the Customer Link established when opening the Sale. However, for a New Customer, this Data does not yet exist unless a CRM Record is created by using the Function from the main Retail Screen to do so. The system may force some of this information to be entered if it is not present, but that depends on the set up parameters chosen. The Billing Address is usually forced, except in the case of anonymous Retail, where no record is kept of the Customers (e.g. Supermarket ? ...) The Shipping Detail is only forced if some of the Items are not currently available and has to be shipped (or collected) later.



Provision is made for a New Customer Name and Title as well, and in the case of new Customers, the system creates a new CRM Record dynamically from this information, if required. In a majority of cases, the CRM data shown here requires no intervention from the Operator, and is simply present as a visual check.

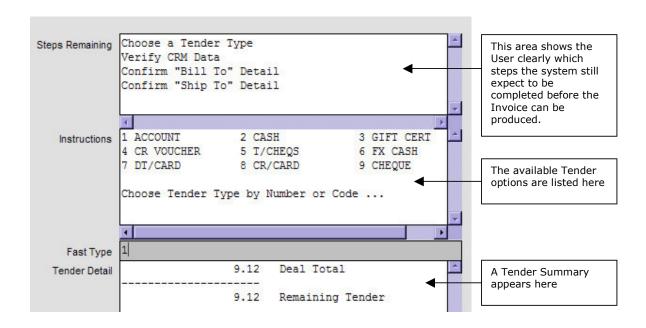
There are 2 Function Buttons present: 'Functions' and 'Exit / BackTrack'. 'BackTrack' will return you to the main retail Screen, without completing the Payment step at this stage. The 'Functions' option will provide a list of functions available for this step, at your installation. These options usually include, among others, an option to reset the Tender Process, i.e. remove any Tender already submitted then start again, as well as an option to convert a Refund indicated to Account, Credit Card or Credit Voucher into a Cash Return. (This is dependent on User Privileges and will be discussed again.)

The next clip (shown below), presents the area of the Screen that contains visual information relating to the current Customer's financial indicators, e.g. Ageing Data, Credit Status, Account Balance, Available Credit, and other.





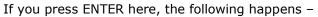
The Actual Tender steps are executed in the area shown below, and have been designed for fast capture by keystroke, i.e. without having to use a mouse. Please note that the 'Fast Type' Field retains control of the Cursor throughout the Tender steps. The moment the User types a Value in this Field, the system processes it, returns to the same Field, and offers the next Default Value.

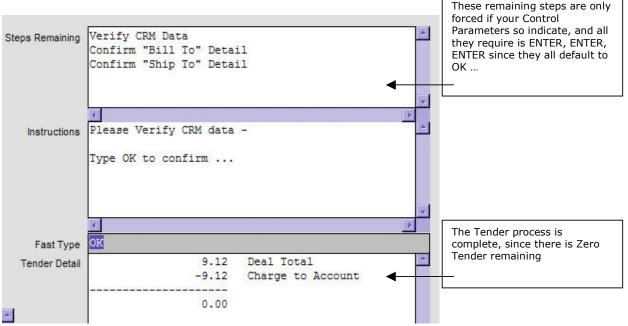


In the above example, if we choose '1' for Account and press ENTER, the following happens –

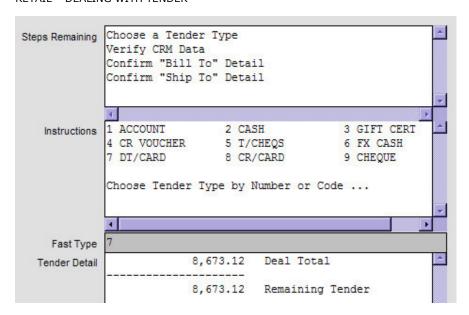


## RETAIL - DEALING WITH TENDER The steps are amended, and now include the specification of the Amount to Charge to Account Steps Remaining Amount to charge to Choose a Tender Type Account -Verify CRM Data Confirm "Bill To" Detail Confirm "Ship To" Detail Enter Amount, please -Instructions The instructions have changed, indicating what is to be done right now -The system defaults the Fast Type expected Amount 9.12 Deal Total Tender Detail 9.12 Remaining Tender

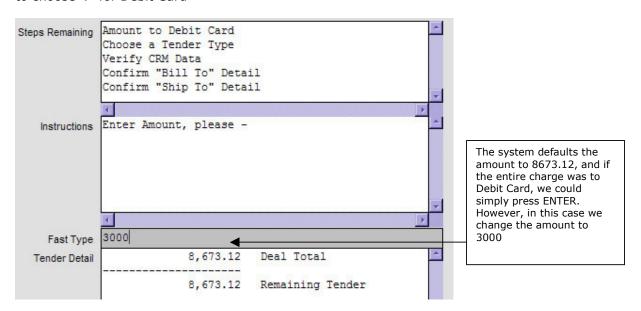




We have only looked at 1 of the possible Tender Types, so we will now do more examples, and also do split tenders, since you can use any number of tenders to make up the Amount Due. Your system may be set as to which Tender Types are allowed, by User, but in our examples we include all the types.



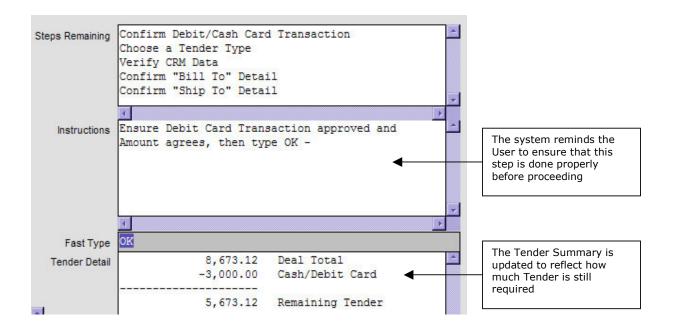
In this example, our system Currency is NOT USD, and the Customer wishes to pay 3000-00 from Debit Card, use USD200-00 from Traveller's Cheques, USD150-00 Forex Notes, and charge the remainder to Credit Card. Our  $1^{\rm st}$  step is to choose '7' for Debit Card –



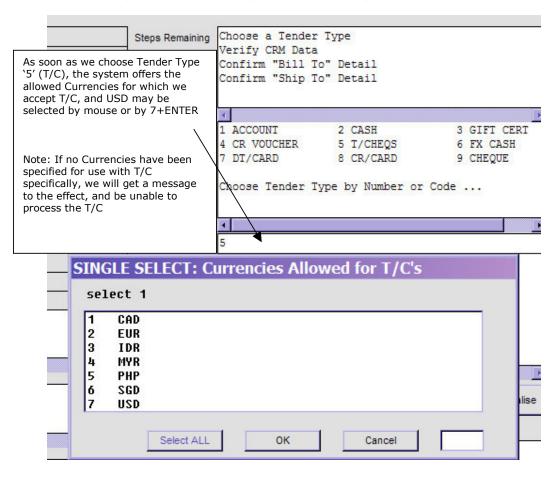
A note about 'Confirmations'. In our examples, the system is set for the User to confirm each step, but you may omit these steps in your system if you so choose. However, we recommend these Confirmations, since they only require ENTER from the Operator, having already defaulted to 'OK', and the purpose is that they give the Operator comfort about not having to 'think' about what has been done, must be done, etc., since the system reminds you of each step. From a control point of view, the User cannot complain about not having been reminded.

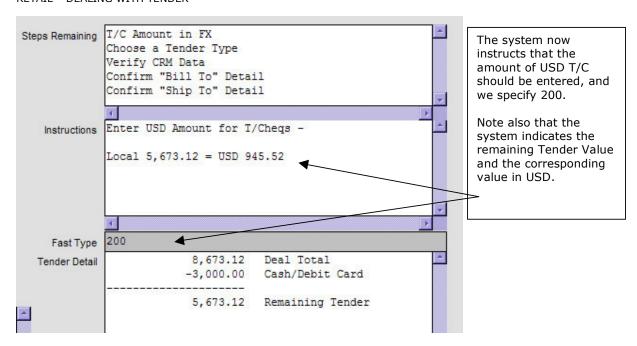
The Confirmations also carry useful information, e.g. for a Cheque the system can inform the User of what information should be recorded on the back of the Cheque, etc.



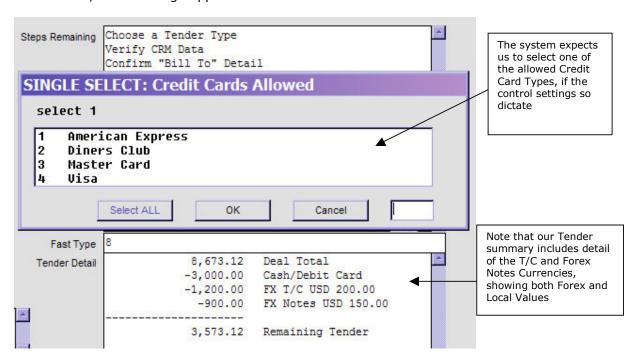


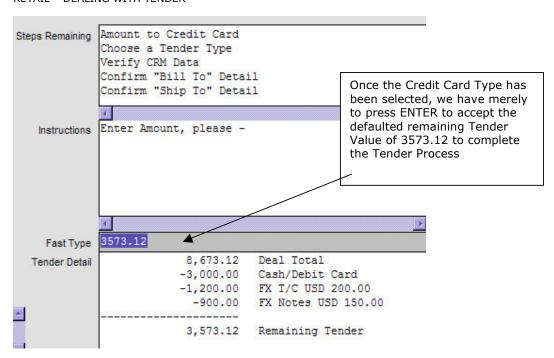
Our next step is to process T/C (Traveller Cheques) of USD200-00 ...



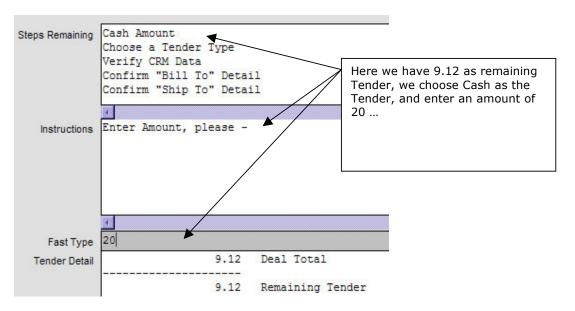


Now that the 'flow' of the Tender process is becoming clear, we will no longer picture each step in detail, showing only steps where we wish to add a note or explain some point. After the T/C amount is entered, the system will ask for confirmation that the T/C Cheques are properly verified, signed and dated. We then choose Tender Type '6' for the Forex Notes, select the Currency, and enter the amount of 150-00. After that, we will choose '8' for Credit Card, and when we do, the following happens –





For Cash, T/C and Forex Notes, if we enter an Amount that exceeds the Remaining Tender Amount, the excess Amount is indicated as a Cash Return. For example –



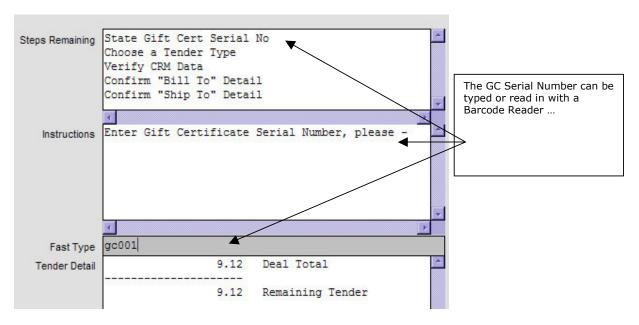
The Result is ...

Tender Detail	9.12 -20.00	Deal Total Cash
	-10.88	Cash Return

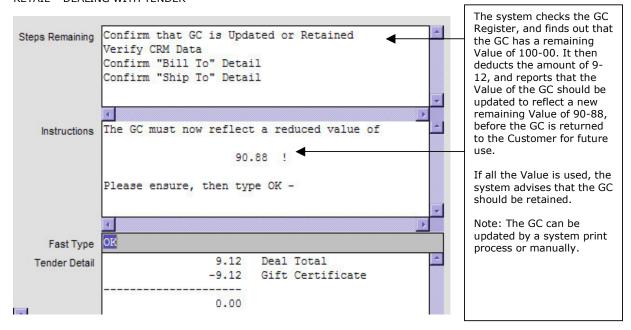


We still need to consider what the 'Gift Cert' and 'CR Voucher' Tender types are about, and how to process them. Neither of these types are mandatory for use in your system, i.e. you can choose to use them or not. A Gift Certificate is a Catalog Item, and can be sold. Afterwards, a Customer may offer a Gift Certificate as Tender to pay for Goods. A Credit Voucher (CRV) is an instrument that the system can use to produce a Refund. For example, when Goods are Returned or a Trade-In processed (Trade-Ins are also optional) without taking Goods to the same Value at the time, a Refund is due. The CRV is an optional instrument to offer to the Customer instead of Cash, i.e. you may establish a policy that when a Refund is due, the Customer gets a CRV, and has to buy goods again, rather than being able to simply take the Cash. The system will also process Refunds (Credits) to Account, or Credit Card, and the various situations about when it will do which is explained towards the end of this Document. However, the essential understanding of a CRV is that it is similar to a Gift Certificate, i.e. it has Value that can be offered as Tender.

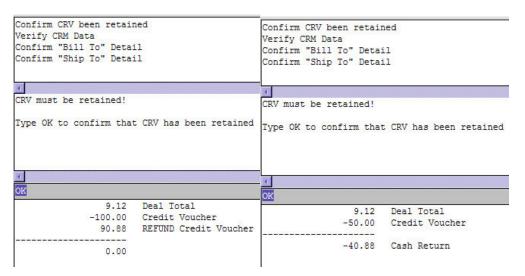
Now let us consider an example where we process a GC and a CRV -







A CRV is ALWAYS retained. If any Value remains, the systems will issue a new CRV with the new (remaining) Value. However, with CRV's, your system has a parameter that indicates what the minimum Value for a CRV is, and if the remaining Value falls below that, the system offers Cash rather than a new CRV.

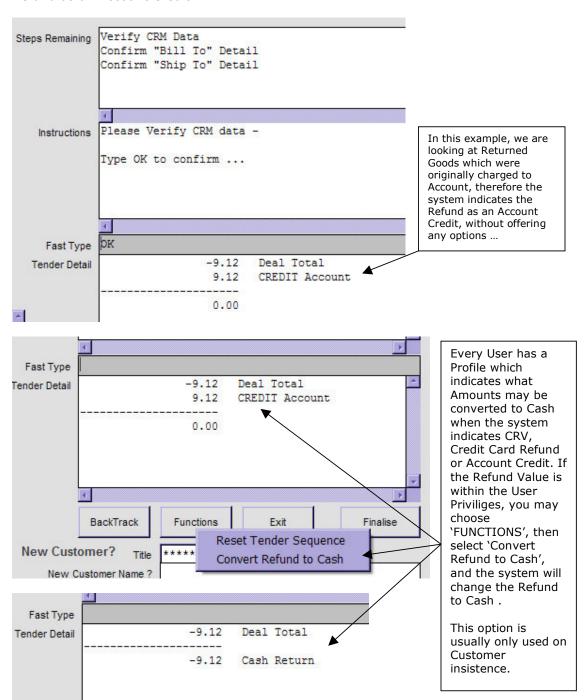


In the example on the left (above), the system accepts a value of 100-00 on the CRV, and issues a new CRV in the amount of 90-88. In the example on the right, the system accepts a CRV value of 50-00, but because the remaining value is below the minimum CRV Value, it does not issue a new CRV, instead it offers Cash.

It is necessary to look at some other instances of Refunds, because in some situations the system will force the Refund to Credit Card, Account or CRV. For example, if Goods are returned and were originally charged on Account, then, depending on the policy set in the Control Parameters, if this results in a Refund



(i.e. no equivalent Goods are taken in the place of), the system may force this Refund as an Account Credit.



After looking at the above examples, it is worth noting that the entire Tender sequence has been carefully and painstakingly designed for minimum effort by the Sales Operator. In a typical Tender Sequence, the Operator will simply press ENTER a couple of times and it's done.



# **Control Parameters for the Tender Steps**

The Tender steps are controlled and impacted by central Parameters that you set for Retail, as well as by individual User Profiles. The 'Tender Step' controls from the central Parameters as extracted from the Control Parameters for Retail, are shown below –



Negative Stock Controls can be set as 'Enforce', 'Warn Only' or 'Ignore', but have more to do with the main Retail Screen, and nothing with the Tender process.

REFUNDS EX ACCOUNT CHARGE occur when a Refund is triggered by Goods Returned, and which were originally charged to Account. This setting directs the system how to deal with this situation, and there are 3 choices:

- □ Account Only (must be credited to Account)
- □ Credit Voucher (system must issue Credit Voucher)
- Cash

Despite this Setting, if a User has sufficient privileges, such a Refund can still be converted to Cash.

REFUND EX CREDIT CARD CHARGE arises when Goods returned were originally charged or part charged to Credit Card (on which some commission was forfeited to the Bank!), and is not usually refunded as cash. There are 3 choices:

- Credit Card Refund (must be processed as a refund through the Credit Card)
- Credit Voucher (system must issue CRV)
- □ Cash

REFUND EX TRADE-IN arises when Trade-Ins are accepted, in excess of any goods purchased at the time. There are 2 choices:

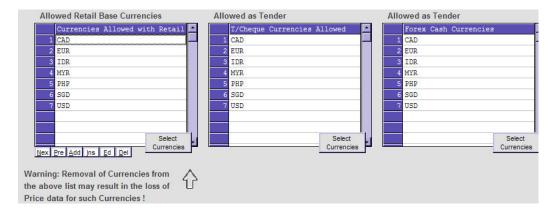
- Credit Voucher
- Cash

CRV REDUCTION LIMIT sets the minimum practical value of a CRV. Whenever a new CRV needs to be issued, then if the Value is sensed to be less than the amount stated here, then the system opts for Cash instead.

Below, we show that there are 3 separate Forex Controls, i.e. which Currencies are allowed. These 3 operate quite independently of each other.

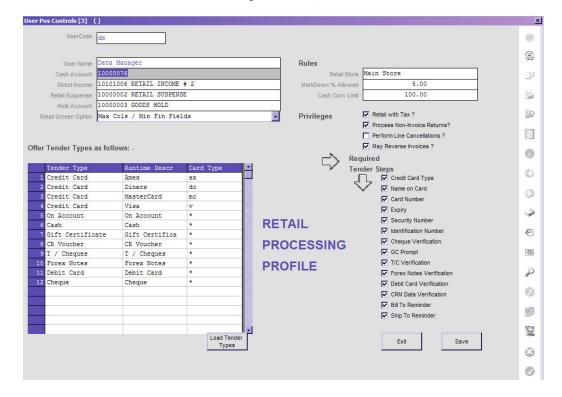


The ALLOWED RETAIL BASE CURRENCIES determine which Currencies may be transacted for Deals, i.e. as Base Currency for Sales, Orders and Quotations. ALLOWED AS TENDER for T/C lists the Currencies allowed to accept as Tender in the form of Traveller's Cheques, and ALLOWED AS TENDER for FOREX NOTES determines which Currencies are allowed as Tender in the form of hard currency. Effectively, if all your Deals are done in your local Currency only, the 1<sup>st</sup> column may be empty. However, you may decide to accept USD T/C as Tender, which the system will convert to local Currency, in which case it will be listed in Column 2. And, finally, any Currencies listed as Forex Notes may be accepted as Tender in the form of Notes, even if not listed for T/C's or Deal Currencies.



# **User Profiles that impact the Tender sequence**

Each Sales Operator or Cashier has a 'Retail Processing Profile' in addition to normal and other Access and Privilege Profiles, and it looks like this –



For reasons of clarity, we 'clip' the above picture into smaller parts to discuss it.





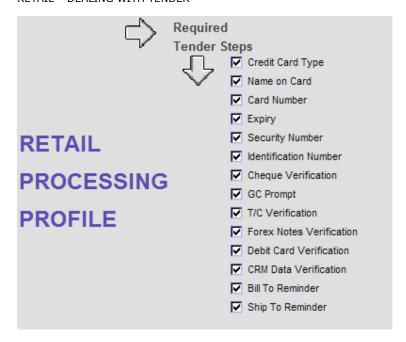
The section shown above indicates a number of Account options, and the default Retail Screen that will be offered when the User enters the Retail 'Deal' Screen. (Different varieties of the Retail Screen is offered to provide for Currencies with extremely large numbers, and with more Columns and detail where Currencies do not have such large numbers.)

The Cash Account is the Cash Receipt or Cash Up Account to use for this User, and it is recommended that each Operator has his / her own. 'Direct Income' is the Income Account to Credit when Direct Items (i.e. not from the Catalog) are sold, while the Retail Suspense Account is a necessary Account for processing, but this can be shared among Users. The 'Hold' Account is the Account to use for Trade-Ins or Returns that cannot go directly into Stock for one reason or another.

Retail Store	Main Store		
arkDown % Allowed	5.00		
Cash Conv Limit	imit 100.00		
rivileges	<ul> <li>✓ Retail with Tax?</li> <li>✓ Process Non-Invoice Returns?</li> <li>✓ Perform Line Cancellations?</li> <li>✓ May Reverse Invoices?</li> </ul>		

A User operates from a 'default' Store, presumably the physical locale where the User executes Deals. A Markdown privilege is indicated, and this can be Zero. The Cash Conversion Limit is the reasonable level at which the User may use discretion with regards to converting Credit Vouchers or Credit Card Refunds to Cash.

A number of other processing privileges are indicated as well. The 'Retail with Tax' is always checked, except in situations where no Tax is ever processed. If 'Process Non-Invoice Returns' is not checked, then the User may only process Goods Returns based on Invoice. 'Line Cancellations' is a discretionary control also, as are 'Invoice Reversals', for control reasons.



The Tender Steps that are checked are forced when the User performs the Tender Sequence, and omitted when not checked. For example, if a Credit Card is used as Tender, and the steps for Type, Name, etc. are indicated, then the User has to capture that information. (See again the earlier illustrations in this Document.)

	Tender Type	Runtime Descr	Card	Type
1	Credit Card	Amex	ax	
2	Credit Card	Diners	dc	
3	Credit Card	MasterCard	mc	
4	Credit Card	Visa	v	
5	On Account	On Account	*	
6	Cash	Cash	*	
7	Gift Certificate	Gift Certifica	*	
8	CR Voucher	CR Voucher	*	
9	T / Cheques	T / Cheques	*	
10	Forex Notes	Forex Notes	*	
11	Debit Card	Debit Card	*	
12	Cheque	Cheque	*	
			4	
				Load Tende Types

The Tender Type listing may be compiled to suit local preferences, by User, i.e. there may even be different presentations of available Tender Types for different Users. For example, Credit Cards may be offered as a single type, and then, when selected, the User will be prompted for the Type, OR, each allowed Type may be listed as a separate Tender Type, in which case the system already knows the Card type when such a Tender option is selected. You may also include / exclude



Tender types according to your requirements, and offer them in any desired sequence. Usually, the Tender Types used most often would be offered  $1^{st}$ , i.e. at the top of the list.

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