

This work instruction was last updated: 16th March 2010

Creating & Amending Pay Elements

This Work Instruction describes the process

Pat to form: Background Information / General Reference/ Pay Elements / Maintain Definitions.

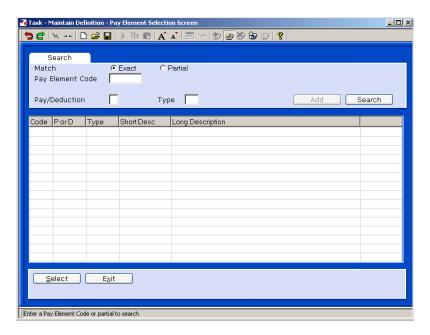
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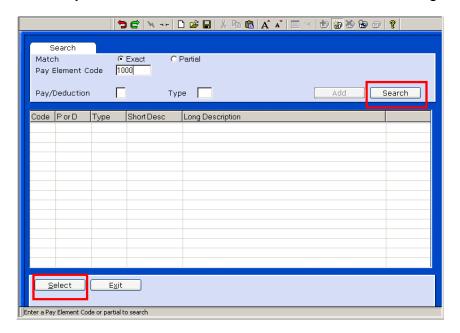


1 Amending Pay Elements

1.1 Maintain Definition Screen



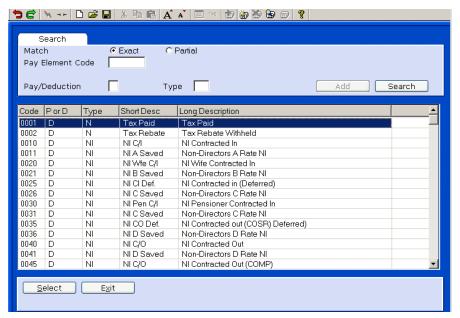
1.2 Enter the Pay Element Code and Select or Search or tab through



1.3 The following message will appear if you tab trough to select option





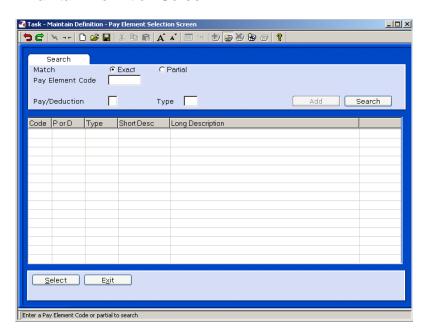


1.4 The pay Element can then be amended following the Create rules in the following section

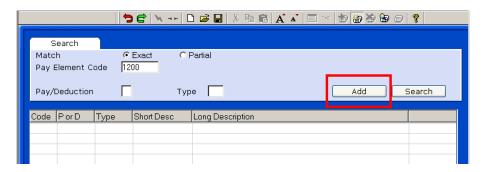


2 Creating Pay Elements

2.1 Maintain Definition Screen



2.2 To Create New press add new Pay Element Code number that you require and the search, if the number does not exist the Add Button become live.

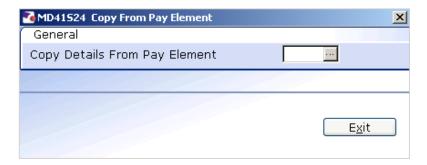


In most cases when setting up a new element you can "copy" from another pay element. This would copy most of the entries to set up the element but each area would need to be carefully checked as not all are entered e.g. costing, UDF's etc.

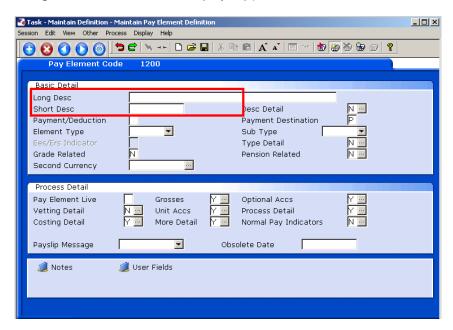
If copying a pay element check all areas before releasing into live.



2.3 If you do wish to copy select Exit

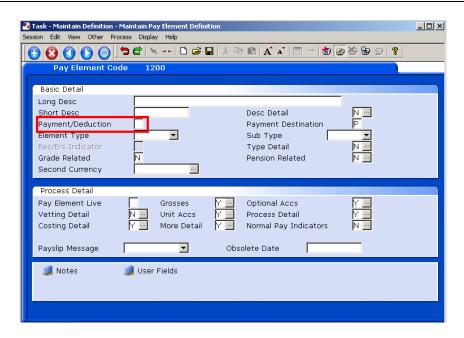


2.4 Enter Long Description and Short Description. (Can use description details to give a different use on payslip)

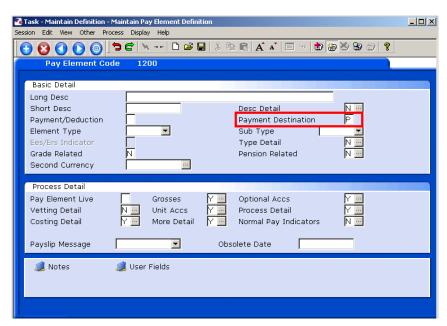


2.5 Make 'P' Payment or 'D' Deduction



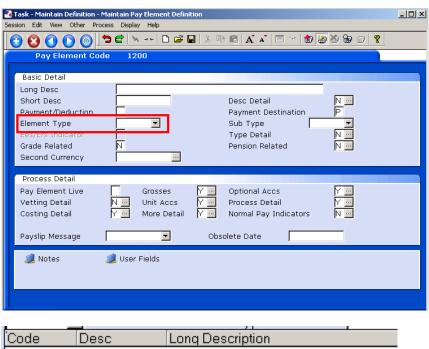


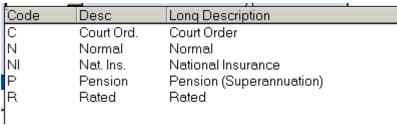
2.6 Payment Destination default 'P' for Payroll OK



2.7 Element Type – Select type; use Normal or Rated 90% of the time.







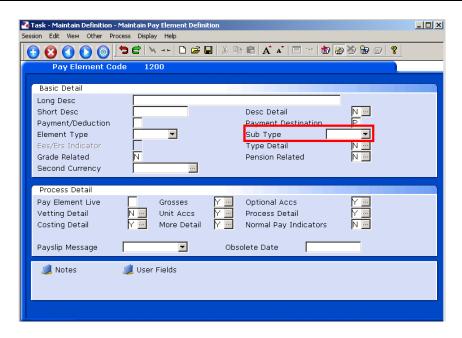
Normal is used for most as it allows an amount to be entered or use formula to calculate amount.

Rated enables you to enter a rate (or get rate from Grade or Formula) and enter number of units

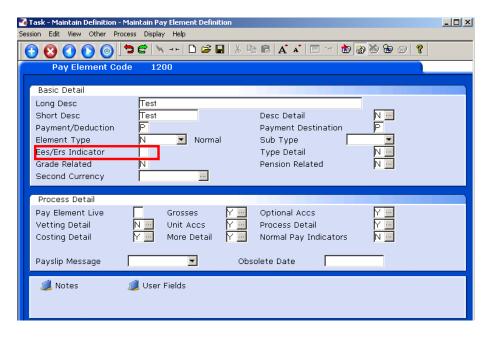
Pension

2.8 Do not use Sub Type



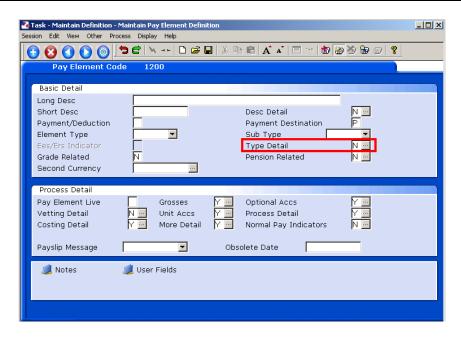


2.9 Ees/Ers Indicator leave blank



2.10 Type details – depending on Input in the Element Type field the options will differ

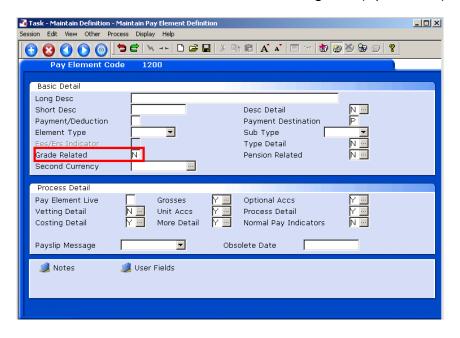




Normal allows you to enter the amount, use formula or a monetary table

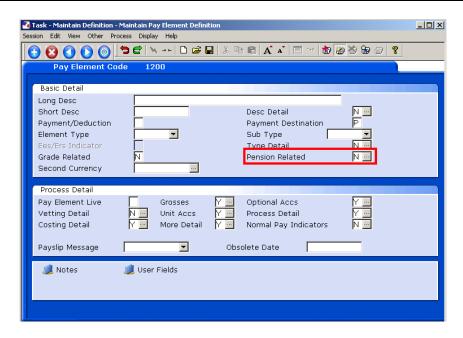
Rated allows you to enter units and either a rate or a rate formula or rate from Monetary Table.

2.11 Grade Related – Annotate 'Y' if linked to grade (Spinal rate).

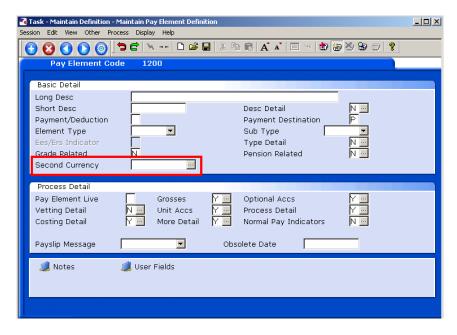


2.12 Pension Related – Default is 'N' OK



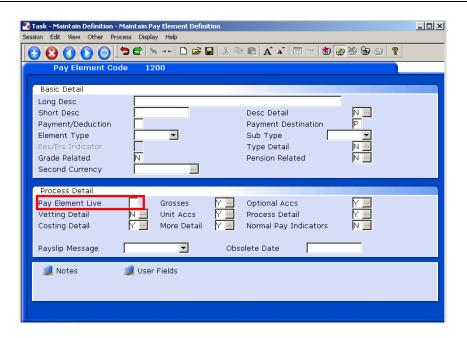


2.13 Ignore Secondary Currency.

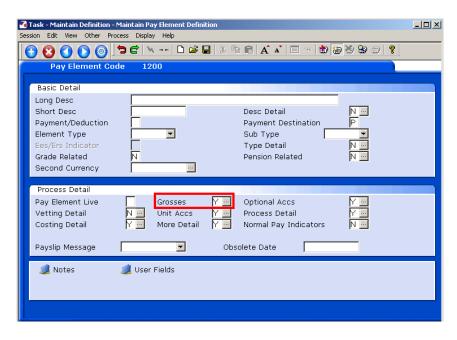


2.14 Make Pay Element LIVE by adding 'Y' to Pay Element Live box

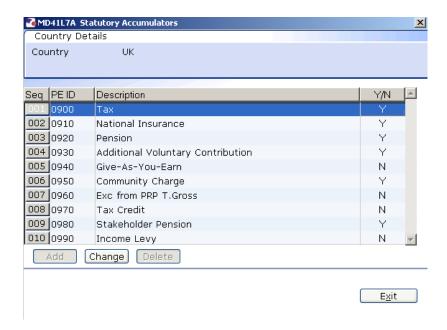




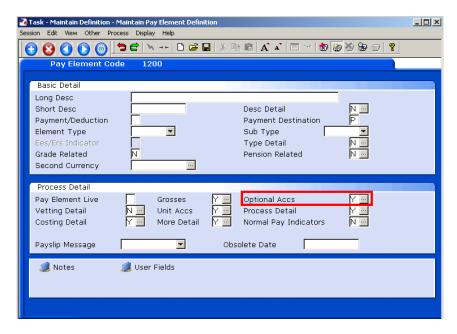
2.15 Grosses; If the element is TAXABLE, NI able, PENSIONABLE etc enter 'Y' in boxes







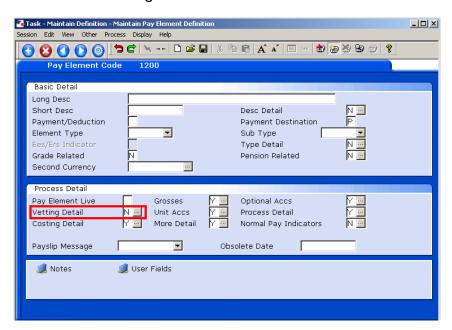
2.16 Optional Accumulators; These are used if the element is part of pension-able pay for example or pay for Salary Sacrifice to select put 'Y' in the box.





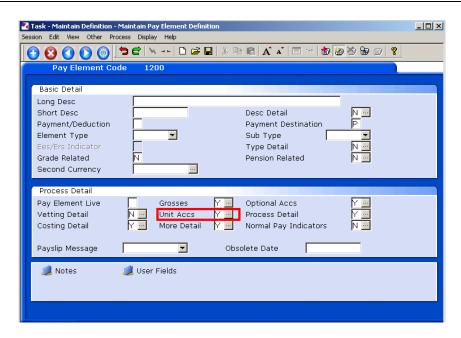


2.17 Do not use Vetting details

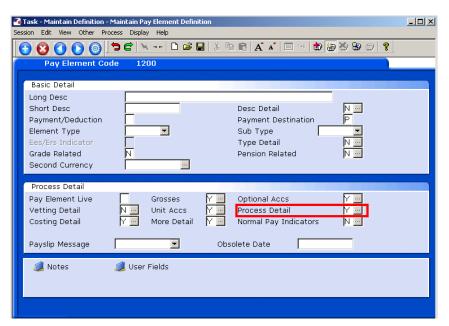


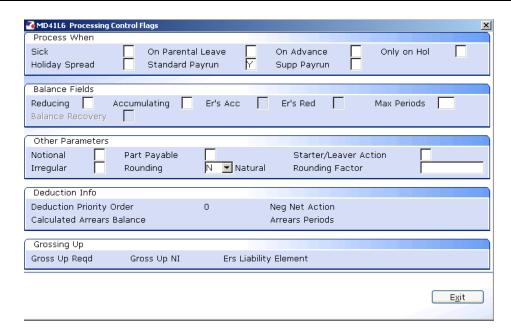
2.18 Unit Accs; Do not use





2.19 Process details flag boxes as appropriate





Process When – put a 'Y' in the following fields where appropriate:

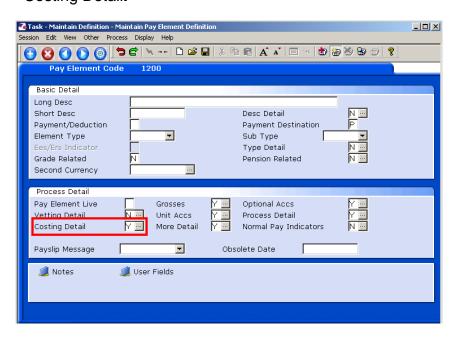
Sick – will the payment or deduction be made when the employee is sick?

On Maternity – will the payment or deduction be made when the employee is on maternity leave?

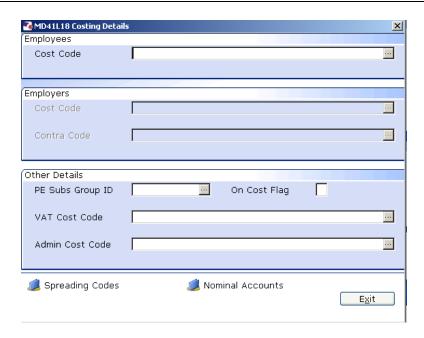
Standard Pay run – can the payment or deduction be made on a standard pay run?

Supp Pay run - can the payment or deduction be made on a supplementary pay run?

2.20 Costing Detail.



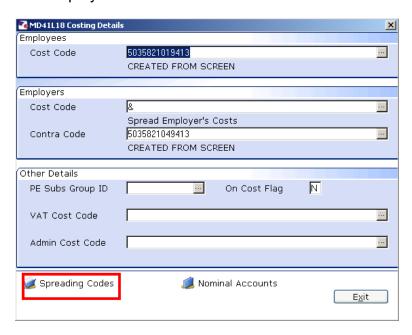




In the Employees Cost Code either enter the sub project code to which the pay element will be costed or a spreading symbol for costs (! for example) if the costs are to be costed against the employees post holding costing.

If the pay element is a pension element the Employers Cost Centre will require either a sub project code or a cost spreading symbol.

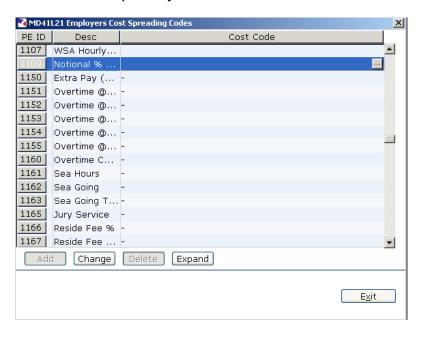
For pension schemes the cost codes must be entered for both the employees and employers contributions.



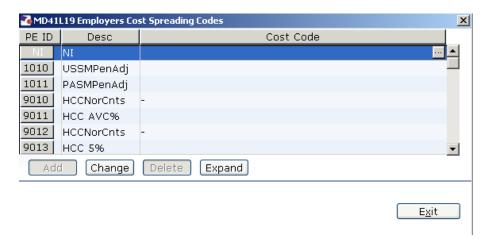


Spreading Codes

On pension elements where employers pension costs are not to be spread over elements that are not pensionable a "-"must be entered against that element. Example Pay Element 9020

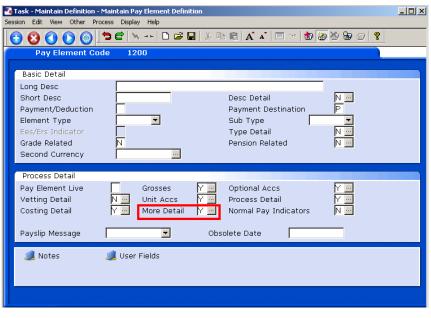


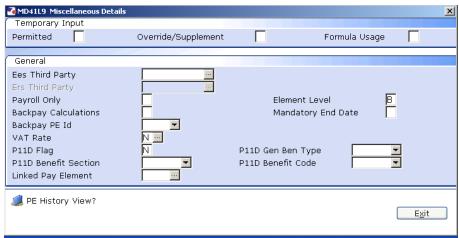
On elements that are not pensionable a "-"must be entered against the pension scheme elements that employers contributions are calculated on (e.g. you do not need to worry about AVC's elements as these are employees contributions only). Example Pay Element 4000



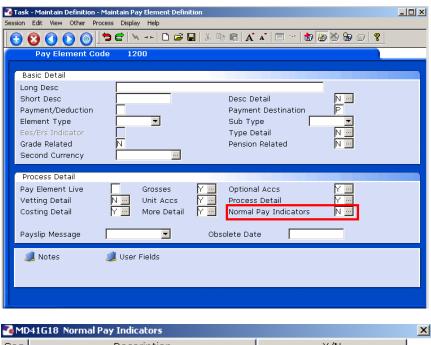
2.21 More Details – flag if temp input allowed and indicate if element can be back paid then the element it is paid against

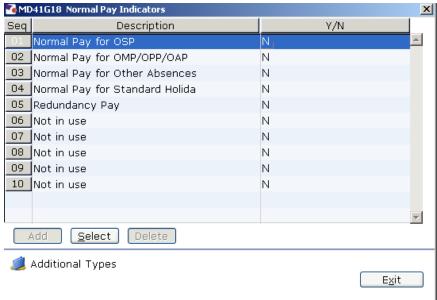




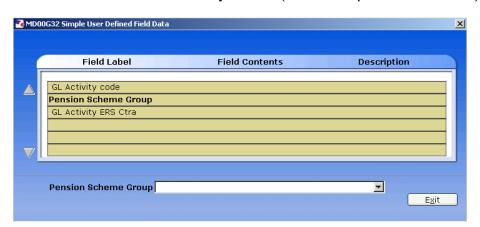


2.22 Normal Pay Indicators – flag 'Y' if element will contribute to OSP, OMO, Redundancy etc.

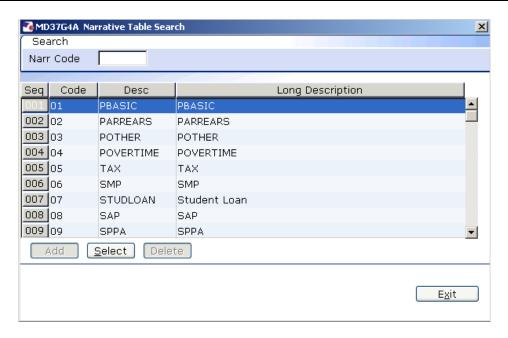




2.23 User Fields – add GL activity Grade (and Ers if pension element).







For payments entered the UDF should be populated for the GL Activity Code from the drop down list for the GL Interface process.

For deductions with employers payments e.g. pension and NI, the UDF should be populated for the GL Activity Code and the GL Activity Ers Contra code from the drop down list for the GL Interface process.



- In most cases when setting up a new element you can "copy" from another pay element. This would copy most of the entries to set up the element but each area would need to be carefully checked as not all are entered e.g. costings, UDF's etc.
- If copying a pay element check all areas before releasing into live.