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Sample T&A shift setting for working more than 24 hours

Before BioStar 2.7.2, you can't calculate T&A for shift working 24 hours or more. This is because BioStar 2 is processed on the basis of 'Day start time' so before the 'Day start time' it is the previous day, after the 'Day start time' it is the next day.

From BioStar 2.7.2, the option 'Allowed a day before/after time' is added so that you can calculate T&A for working 24 hours or more by allowing a day before/after time. It is likely to expand the day from 24 hours up to 36 hours for a shift.

> You can set up to 6 hours for each 'A day before' & 'A day after' - in total 12 hours.

In this example, we will use the 'Allowed a day before / after time' option to explain how we can apply over 24 hours working shift.

Here are three different shift.

> Employee Scheduling Example: Company D
>
> - An employee is required to work overnight once in 4 days
> - Day 1 : 09:00 - 18:00
> - Day 2 : 09:00 - 09:00 (00:00-09:00 overtime)
> - Day 3 : 13:00 - 22:00
> - Day 4 : Day off
> - Day 5 : 09:00 - 18:00
> - Day 6 : 09:00 - 09:00
> - ...
> - ...

Shift 1 - For day 1, day 5, day 9 ...

	Name	Over24h_Shift1
	Description	
	Type	⦿ Fixed ◯ Flexible ◯ Floating
	Day start time	05 : 00　　☐ Allowed a day before/after time
	First check-in & Last check-out	◉ Yes

* Time segment

Current day
Next day

0　　3　　6　　9　　12　　15　　18　　21　　24

Time code	Start time	End time	Min. Duration	Action
Regular	09:00	18:00	04:00	✎

	Rounding	☐ Punch in
		☐ Punch out
	Meal deduction 1	By Punch ▾
	Meal deduction 2	☐ Use
	Break Time	None ▾

Shift 2 - For day 2, day 6, day 10…

	Name	Over24h_Shift2
	Description	
	Type	⦿ Fixed ◯ Flexible ◯ Floating
	Day start time	09 : 00　　☑ Allowed a day before/after time　A day before(hours) 2　A day after(hours) 2
	First check-in & Last check-out	◉ Yes

* Time segment

Current day
Next day

0　　3　　6　　9　　12　　15　　18　　21　　24

Time code	Start time	End time	Min. Duration	Action
Regular	09:00	00:00	04:00	✎
Overtime	00:00	09:00	00:00	✎ 🗑

	Rounding	☐ Punch in
		☐ Punch out
	Meal deduction 1	By Punch ▾
	Meal deduction 2	☐ Use
	Break Time	None ▾

Shift 3 - For day 3, day 7, day 11…

Name	Over24h_Shift3
Description	

Type ● Fixed ○ Flexible ○ Floating

Day start time 12 : 00 ☐ Allowed a day before/after time

First check-in & Last check-out ⬤ Yes

Time segment

Time code	Start time	End time	Min. Duration	Action
Regular	13:00	22:00	04:00	✏️

Rounding ☐ Punch in ☐ Punch out

Meal deduction 1 By Punch ▼

Meal deduction 2 ☐ Use

Break Time None ▼

Day 4, day 8, day 12… are off

> You must configure 'Day start time' after the previous day's 'Day start time' otherwise the shift overlaps.

Schedule Template

Name	Over24h_4daysCycle
Description	Schedule Template 1 (Daily), Cycle (4), Day 1 (Shift 1), Day 2 (Shift 2), Day 3 (Shift 3), Day 4 (비번)

Type ○ Weekly ● Daily

Cycle 4 (Max : 90)

Weekend days MON TUE WED THU FRI **SAT** **SUN** * Please select one or consecutive two days.

Shift	Type	Time	Day start time
Over24h_Shift1	Fixed	09:00~18:00	05:00
Over24h_Shift2	Fixed	09:00~09:00	09:00
Over24h_Shift3	Fixed	13:00~22:00	12:00
test1	Fixed	09:00~18:00	05:00

Daily Report

Date	Name	User ID	Department	Shift	Leave	In	Out	Exception	Regular hours	Overtime hours	Total Work Ho...
01/04/2019	ABC	2	All Users	Over24h_Shift1	:	08:30:00	18:20:00	-	9:00:00	0:00:00	9:50:00
02/04/2019	ABC	2	All Users	Over24h_Shift2	:	08:30:00	10:30:00 + ❶	-	15:00:00	9:00:00	26:00:00
03/04/2019	ABC	2	All Users	Over24h_Shift3	:	12:30:00	23:00:00	-	9:00:00	0:00:00	10:30:00

On the 2 April, you can see the total working hours is 26.

From:
<http://kb.supremainc.com/knowledge/> -

Permanent link:
http://kb.supremainc.com/knowledge/doku.php?id=en:sample_t_a_shift_setting_for_working_more_than_24_hours

Last update: **2019/06/25 15:51**