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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 30 hours for a shift.

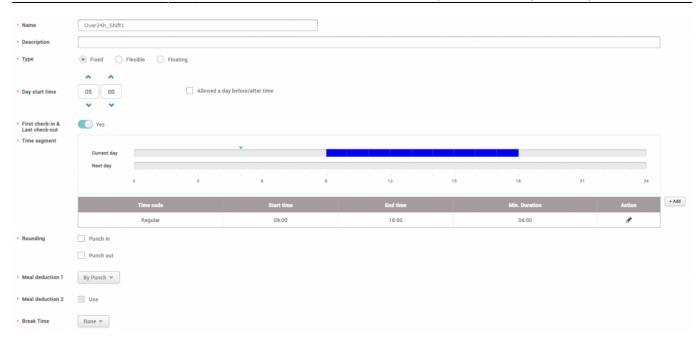
You can set up to 6 hours.

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.

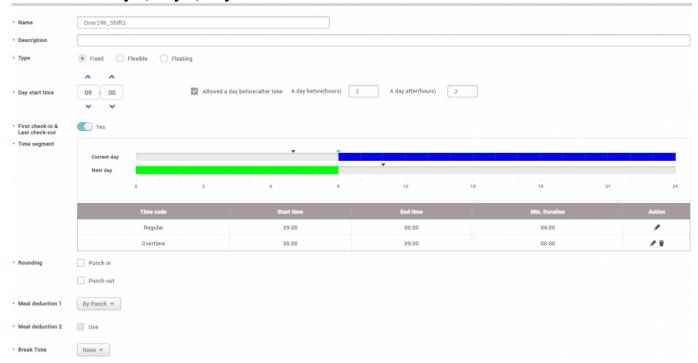
Employee Scheduling Example: Company D

- 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
- ...
- ...

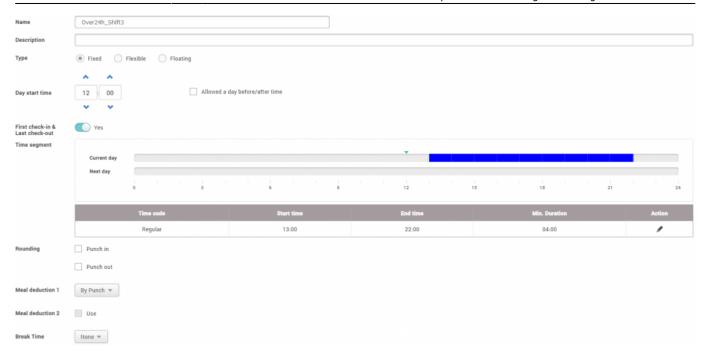
**Shift 1 - For day 1, day 5, day 9 ...** 



### Shift 2 - For day 2, day 6, day 10...



Shift 3 - For day 3, day 7, day 11...



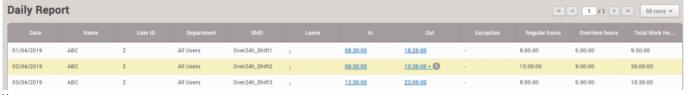
Day 4, day 8, day 12... are off

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

### **Schedule Template**



### **Daily Report**



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

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