



Call-In Transfer to Regular Shift (Union)

When a union employee is Called-In, or Called-In Early, Timekeepers will need to determine if the call-in should have the "Call-in" or "Call-in Early" minimums and premiums applied and manually enter them in UKG.

- Manually calculate worked time between "Call-in" **IN** punch and when **Regular shift** begins – *ex. Regular Shift is 8a-4:30p, Called-In Tuesday at 6a punched out at 4:30p is 2hrs.*

		Date	Assignment	In	Out	Transfer
+	⊖	Mon 5/20	Mechanic A UFS ...	8:00 AM	4:30 PM	
+		Tue 5/21	Mechanic A UFS ...	6:00 AM	4:30 PM	

- Once the amount is calculated the Timekeeper will **Transfer** the employee to their **Regular shift** and apply the appropriate **Work Rule** to the Call-In line.
- Insert a new row and enter **IN** punch to transfer to regular shift.

		Date	Assignment	In	Out	Transfer
+	⊖	Mon 5/20	Mechanic A UFS ...	8:00 AM	4:30 PM	
+	⊖	Tue 5/21	Mechanic A UFS ...	6:00 AM	4:30 PM	
+			Mechanic A UFS ...	8:00 AM		



- Click in the **"Transfer"** column and enter the employee's regular **work rule**, and hit **Save**. The **OUT** punch will auto drop to 2nd row and the transfer **IN** punch will auto populate on original row.

Assignment	In	Out	Transfer
Mechanic A UFS ...	8:00 AM	4:30 PM	👤
Mechanic A UFS ...	6:00 AM	8:00 AM	👤
	8:00 AM	4:30 PM	👤 ...-BU3 11P 30 min;;;

- Manually calculate the remaining minimum amount and premium amounts owed to the employee. Insert a new row **+** and add the appropriate **Pay Code** and **Amount**.

Date	
+ -	Mon 5/20

Pay Code	Amount

Click **Save**.

		Date	Schedule	Absence	Assignment	In	Out	Transfer	Pay Code	Amount
+	⊖	Mon 5/20			Mechanic A UFS ...	8:00 AM	4:30 PM	👤		
+	⊖	Tue 5/21			Mechanic A UFS ...			👤	UR Call-In Early Mi...	2.00
+	⊖				Mechanic A UFS ...	6:00 AM	8:00 AM	👤		
+	⊖					8:00 AM	4:30 PM	👤 ...-BU3 11P 30 min;;;		

- UR Call-in Called Off
- UR Call-In Early - BU1-BU3
- UR Call-In Early Min - BU1-BU3
- UR Call-in Early OnPrem- BU1-BU3
- UR Call-In Minimum Pay
- UR Call-In Pay
- UR Call in Pay OT Prem - BU1-BU3