# zaddons

# **Shift Bidding**

Workforce Central

Designed to empower and allow your employees to select their desired schedule based on your rules.

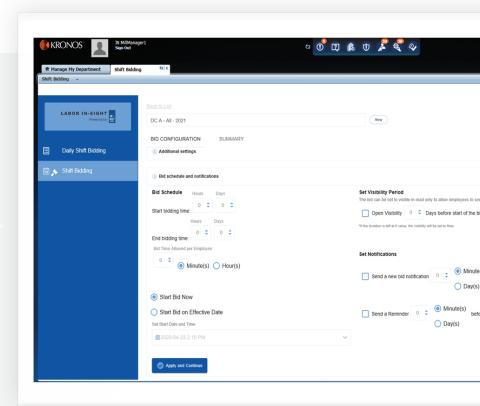
## Fill your schedule with qualified employees.

Create your shifts positions

# Set up your limits and let your employees bid.

Manager can create shift positions from an existing schedule template and define the number of available positions by shifts.

Reduce your understaffing by opening your bidding periods to selected groups of staff and allowing your employees to bid on their preferred schedules.

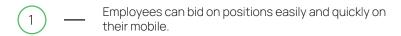


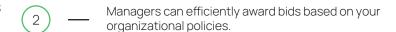
A mobile ready app to bid on positions

# Bid on open shifts from anywhere.

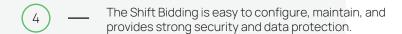
Eligible employees can bid on open shifts from their mobile or their desktops. While managers can monitor the whole process from the bidding periods to the awarding.

## **Highlights**





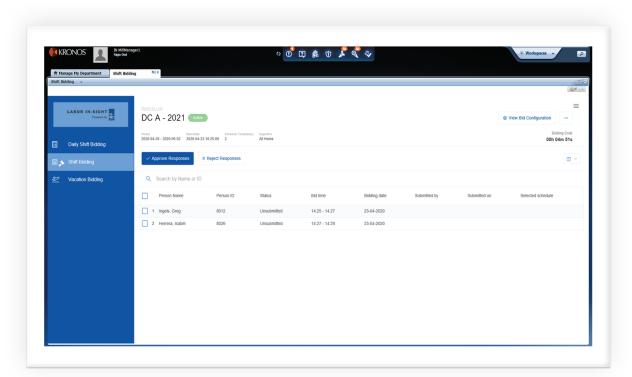




### Bids awarding

## Compliant with Organizational Rules and Union Regulations

Positions awarding may be fully automated, semi-automated or manually approved. Updates are made to the UKG Dimensions™ database instantly.



## Create shift positions

Use or modify existing schedule template to create positions and defined the openings available.

#### **Rule-based selection**

Enforces all rules and policies when creating, sorting and awarding shifts.

## Bid on positions, anywhere

Eligible employees can bid on open shift or positions they are intersted in from their mobile.

#### **Audit tracking**

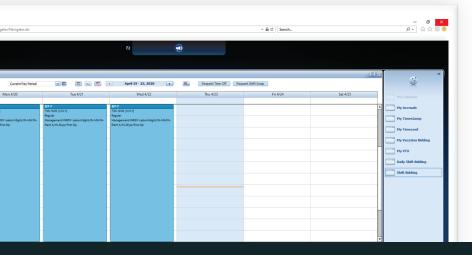
Managers can always export an audit report to visualize and track all the actions during the process.

### Auto-populate schedules

Employees' schedule is updated automatically when a position is awarded.

### **Technical Specification**

Fully secure real time data integration providing an easy and seamless user experience.



Employees' schedules

# Auto-populate your employees' schedule

After the validation process completed, updates are made to the UKG Central database instantly - no manual entry required.