KronosHourly EmployeeJobAid

Non Exempt, or hourly, employees must record the hours worked for each day during a pay period. The below elow varPdr Bed \bullet i Θ

5) If you are workingpart of the day and plan to use accrual time for the remaining portion, you will need to enter that correctly on your time card. After you enter the "In" and "Out" time for the hours you worked, you will need to click the '+' icon next to that day to add another line. Select the paycode and enter the amount of hours. Remember to hit saveafter making your entries.

Note: Kronosmakesan automatic deduction for lunchtime (either 1 hour or an 30 minute deduction depending on annual hours) for employees that work more than 6 hours in one day.

Youare able to edit your timecard and cancel the automatic lunch deduction made in Kronos. Youwould need to right clickon the "In" or "Out" punchyou made to bring up the corrects creen. Please makes ure that you have your manager's approval prior to taking this action. Once you complete the deduction; save the changes o your hours will update.

6) When you have made all the entries for the payperiod, remember to saveit. You can click the 'Approve Time card'i con and select' Approve Time card'from the drop down box. There is also an option

to removeyour approvalin the event you need to makeed its to your timecard. Once you approve your timecard the background will turn green.

7) Youcancheckyour accrualbalanceby goingto the bottom of the timecard. Besureto clickon the doubleline and arrow icon (showncircledbelow) soit will show the additional tabs. You will have tabs for 'Total' hours a senter on the timecard, 'Accruals', 'Historical Corrections' and 'Audits'. Click the 'Accruals tab to seey our balances.

8) If you would like to confirm that your timecardhasbeen approved your; you cango to the 'Audits' tab at the bottom of the timecard to search that information. Onceon the tab, select'My Signoff and Approval' from the first drop down box and in the second drop down box select'All'. Timecard approval information will populate here.