

EMPLOYEE TIME IS YOUR MONEY!

What is TaskKlock?

TaskKlock is like a good friend; reliable, easy to get along with, brutally honest, and looking out for your best interest. TaskKlock makes a difference in the way you look at your business.

How does TaskKlock work?

TaskKlock replaces your current employee time gathering methods with an easy to use, practical, computerized data gathering system.

Prepared reports provide clear, insightful snapshots of your human resource investment performance. Custom reports allow for further research and evaluation.

Who needs TaskKlock?

Any small or medium business that relies on hourly and/or salaried employees to initiate billable work time.

Why TaskKlock?

Well-run companies need precise information. TaskKlock provides key employee time data in an easy to interpret, reliable format. Reliable data means more accurate billing and increased profits for your business.

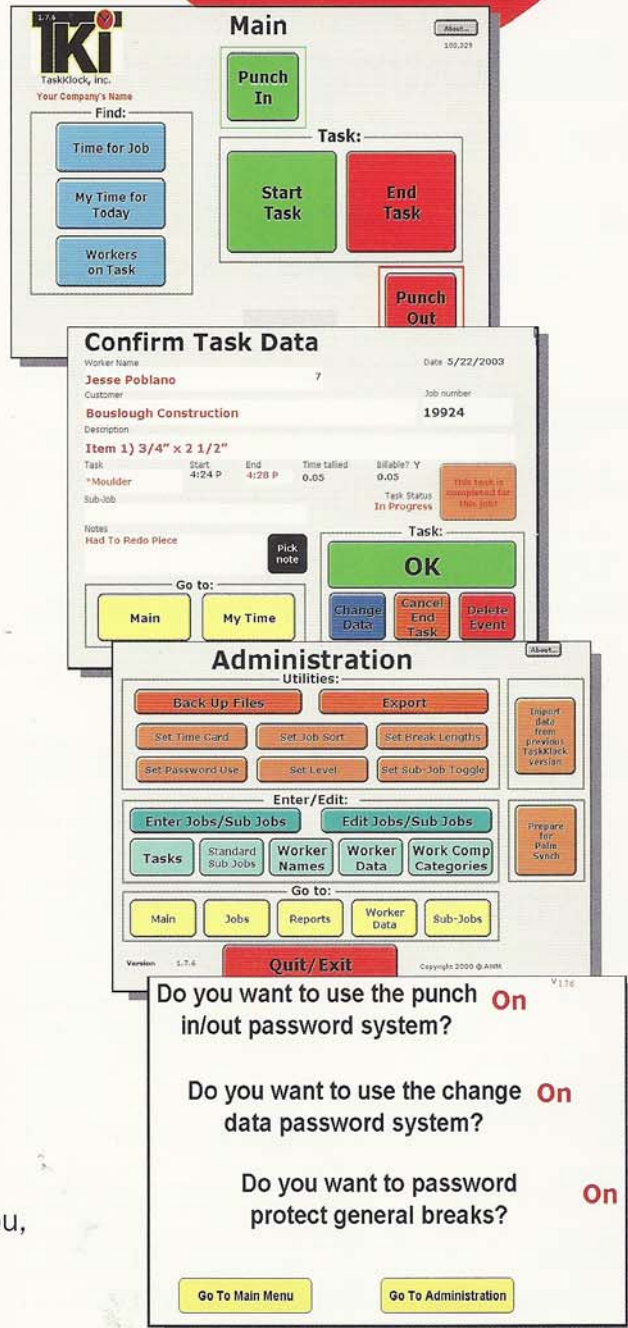
Where do I use TaskKlock?

First, find the most labor intensive, employee time expensive areas of your business. The front line, the place where you can't afford to not know if labor time and tasks are making you money or costing you hard earned profits.

Next, incorporate TaskKlock into any other processes or projects where you need to evaluate end result profits against real time dollars spent.

When is TaskKlock needed?

The day you determine your business is running you, rather than you running it.



TaskKlock

make the most profit from your time

STATE OF THE ART FEATURES

STATE OF THE ART BENEFITS



WHAT WILL TASKKLOCK GIVE ME?

Top Management

Key Focus: **Profitability**

- Activity & Task Analysis
- Project & Job Summaries

Bid/Estimating Department

Key Focus: **Accuracy**

- Actual Versus Estimated Labor Costs
- Whole Job & Sublevel Project Review

Accounting

Key Focus: **Compliance**

- Payroll Accuracy & Ease
- Worker Compensation Assignments

Operational Management

Key Focus: **Optimization**

- Individual & Group Performance
- Overall Job & Project Progress

Shop Workers

Key Focus: **Productivity**

- Worker Accountability & Investment
- Employee Team Building & Morale

Reports

Find Time For:

- 1 One Wkr Today
- 2 One Any Day
- 3 All Today
- 4 One Wkr This Week
- 5 One Wkr Any Week
- 6 All for This Week
- 7 Time Cards Detail
- 8 Time Cards Summary
- 9 All for Any Month
- 10 Any Job

Summaries:

- 11 All for YTD by Month
- 12 All for YTD by Worker
- 13 Month Summary by Task
- 14 Task Summary by Month
- 15 Daily Report
- 16 Production Status Detail
- 17 Production Status Summary

Go to:

- 18 Report Info Cards
- 19 Admin
- 20 Main

Job Time Detail for job # 19611 Eric Sanders Entertainment center per quotation Deliver by 3/1/03

Sub-Job	Worker	Start	End	Tallied	Notes	Labor Value
Base						
*Moulder						
1/28/03	Jesse Poblano	9:19	10:02	0.72		\$54
				*Moulder Sub-Total	0.72	\$54
*Sand Material						
2/28/03	Steve Czajkowski	11:05	15:25	4.24	Sander needs new belt	\$326
				*Sand Material Sub-Total	4.24	\$326
*Finishing						
2/23/03	Mark Steams	10:25	16:40	6.26	Had to redo piece, it got nicked	\$470
				*Finishing Sub-Total	6.26	\$470
*Custom Fabricate						
1/24/03	Bohush Fiala	10:03	12:07	2.07		\$155
1/24/03	Bohush Fiala	12:40	14:59	2.32		\$174
1/27/03	Bohush Fiala	7:19	12:06	4.79		\$359
1/27/03	Bohush Fiala	12:41	15:32	2.84		\$213
1/28/03	Bohush Fiala	8:22	12:07	3.75		\$281
1/28/03	Tom Tankin	9:29	9:48	0.32		\$24
Sub-Total						
						\$200
						\$313
						\$214
						\$378
						\$274
						\$237
						\$267
						\$41
						\$117
						\$3,458
						\$4,307

Time Sheet for Bohush Fiala Week of 6/9/2003

	Time	Start	End	Billable	Task	Tallied Hours		OT
						Paid	OT	
Monday, June 9, 2003								
Punch In	99999	8:24 A	8:24 A	0.00				
*Sand Material	19503 Unit Company	8:24 A	12:06 P	3.69	3.69			
Punch Out	99999	12:06 P	12:06 P	0.00				
Punch In	99999	12:05 P	12:05 P	0.00				
*Sand Material	19502 Unit Company	12:06 P	2:37 P	2.02	2.02			
*Custom Fabricate	19947 Rodger Hiddle	2:38 P	3:32 P	0.90	0.90			
Punch Out	99999	3:34 P	3:34 P	0.00				
Sub-Total for Monday, June 9, 2003						6.61	6.61	0.00
Tuesday, June 10, 2003								
Punch In	99999	6:54 A	6:54 A	0.00				
*Installation	19877 Eric Sanders	7:12 A	9:45 A	2.54	2.54			
*Custom Fabricate	19974 Amy	9:47 A	11:15 A	1.53	1.53			
*Custom Fabricate	19503 Unit Company	11:21 A	12:02 P	0.48	0.48			
Punch Out	99999	12:04 P	12:04 P	0.00				
Punch In	99999	12:47 P	12:47 P	0.00				
*Custom Fabricate	19503 Unit Company	12:53 P	2:36 P	1.71	1.71			
*Custom Fabricate	19974 Amy	2:38 P	3:27 P	0.62	0.62			
Punch Out	99999	3:29 P	3:29 P	0.00				
Sub-Total for Tuesday, June 10, 2003						7.28	7.28	0.00
Wednesday, June 11, 2003								
Punch In	99999	6:41 A	6:41 A	0.00				
*Custom Fabricate	19974 Amy	6:41 A	12:04 P	5.38	5.38			
Punch Out	99999	12:04 P	12:04 P	0.00				
Sub-Total for Wednesday, June 11, 2003						5.38	5.38	0.00

Workers on Task 10/21/2003

Job Number	Customer	Worker Number	Task	Start	Billable	Left On Task?
Bohush Fiala						
19554	Lake View General	2	*Moulder	2:18 PM	Y	Y
Danny Duncan						
19582	J.R. HERITAGE INC.	10	*Sand Material	2:19 PM	Y	Y
Jesse Poblano						
19582	J.R. HERITAGE INC.	7	*Move Material	2:19 PM	Y	Y
Steve Czajkowski						
19615	Sam and Gall Fejes	8	*Resaw/Cut	2:17 PM	Y	Y

Time for Today: 5/22/2003

Job Number	Task	Customer	Start	End	Start	Billable	Work Time
Bohush Fiala							
99999	Punch In		6:57 AM	6:57 AM	0.00	N	6:57:03 AM
19877	*Custom Fabricate	Eric Sanders	7:13 AM	12:02 PM	4.81	Y	4.81
99999	Punch Out		12:02 PM	12:02 PM	0.00	N	12:02:07 PM
99999	Punch In		12:35 PM	12:35 PM	0.00	N	12:35:22 PM
19877	*Custom Fabricate	Eric Sanders	12:35 PM	3:29 PM	2.90	Y	2.90
19877	*Custom Fabricate	Eric Sanders	3:29 PM	3:34 PM	0.08	Y	0.08
99999	Punch Out		3:34 PM	3:34 PM	0.00	N	3:34:58 PM
Task Time Total						7.79	(Billable 7.79)
Work Time Total						8.09	

Easiest to Use

- **Touch Screen Input** _____ →
- **Big Button Format** _____ →
- **Color Coded Screens and Buttons** _____ →
- **Centralized Workstations** _____ →
- **On-screen Instructions** _____ →
- **Easy Administrative Input** _____ →

Real Time Tracking

- **Immediate Management Info** _____ →
- **Add Tasks and Jobs "on-the-fly"** _____ →
- **Standardized Reports** _____ →
- **Time for Job Report** _____ →
- **Workers On Task Report** _____ →
- **Real Time Information for Workers** _____ →
- **My Time For Today Report** _____ →

Flexible Design

- **Punch In/Punch Out System** _____ →
- **Start Tasks/End Tasks System** _____ →
- **Break Down Jobs into Sub Jobs** _____ →
- **Easy to Use Edit Records Screens** _____ →
- **No Proprietary Hardware** _____ →
- **Customizable System** _____ →
- **Customizable Links** _____ →
- **Complements Mobile Hand Helds** _____ →

High Data Security

- **Password Systems** _____ →
- **Safeguards to Data Integrity** _____ →

Most Responsive to You

- **Client-Centered Service** _____ →
- **Client Newsletter** _____ →
- **Personal Support from Developer** _____ →

For Fast, Accurate & Hassle Free Tracking

- Hands-on • Works with gloves • Quick training
 - Fewer errors • Faster for workers
- No numbers to remember • Workers spend less time entering more accurate data
- Easily learned by temporary, illiterate or non-english speaking workers
- Increases worker productivity • Dependable location
 - No parts to lose or break
- Helps workers be more responsible, independent & accurate • Saves time for management
- Immediate access to info • Save money collecting data

To Show Your Real Profit Right Now

- Up to the second monitoring of workers, tasks & jobs
 - No waiting • No uploading data
- Always run reports with the latest info • Communicate updates immediately to the shop
- Simply tap a button to view up to the second, critical management information • Easy to read formats
- Immediately find job time • Know who's working now
 - Bill Time & Materials jobs on the spot
- Monitor who is on-the-clock • Know what is happening in the shop right now
- Immediate self-review of job performance • Supports worker investment & morale
- Minimizes inaccurate information • Empowers workers

To Meet Your Unique Needs

- Stop calculating time cards • Fast & easy for workers
 - More accurate time cards
- Workers quickly input accurate task time data • You receive full job time data accurately
- Identify problems in the shop as they are happening
 - Pinpoint where any job is most & least profitable
- High record editing capability and user friendliness
- Run on any minimum new computer or used Mac or PC
- Apply any language • Customize your jobs & tasks
 - Use worker nicknames • Change set-up info easily
- Can be programmed to export data to accounting, estimating and inventory programs
- Integrate with hand-helds for off-site workers

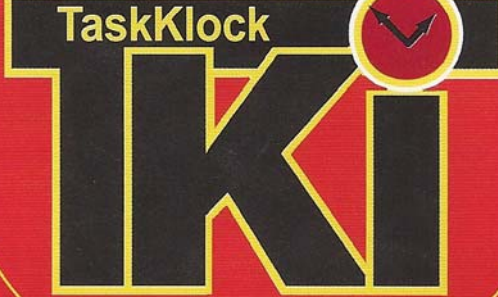
To Ensure Your Confidence

- Start-up passwords secure access to administration
 - You control who edits data
- Indicators show when records are modified & by whom

Because Your Success is Our Product

- Quickly installs • Receive prompt and full technical support • On-site professional installation and training
- Learn innovative uses from other client's experience
 - Stay informed of state-of-the-art features
- Direct access to those who will support you the best

HANDS-ON FOR FAST & EASY SCREEN INPUT!



TKI
TaskKlock, Inc.
Your Company's Name

Find:

Time for Job

My Time for Today

Workers on Task

Main

Punch In

Start Task

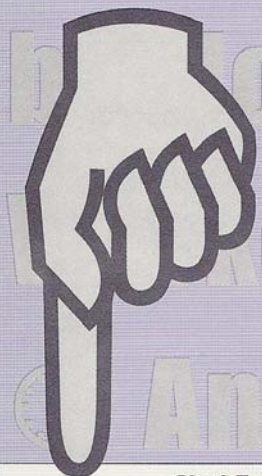
End Task

What task will you be doing?

*Straight line/Kerf	*Resaw/Cut	*Moulder R
*Package Product	*Material Out	*Move Material
*Glue Up		*Custom Knives
*Planer Time	Sleep on the job	Repair Machine
Clean Up	Dump Dust Collector	*Grind Kniv
General Maintenance	Customer Service	*Paint machine se
Supervisory/A dmin	Non-Billable	Miscellaneous
*Finishing		

Daily Report for Thursday, May 22, 2003

Task	Job #	Start	End	Billable	OT				
Bohush Fiola									
Punch In	99999	8:57 AM	8:57 AM						
*Custom	19877	7:13 AM	12:02 PM	4.81					
Punch Out	99999	12:02 PM	12:02 PM						
Punch In	99999	12:35 PM	12:35 PM						
*Custom	19877	12:35 PM	3:29 PM	2.90					
Punch Out	99999	3:34 PM	3:34 PM		0.08	0.08			
Sub-Total Bohush Fiola				7.79	0.09				
Time paid	8.09	Billable	7.79	OT	0.09				
Danny Duncan									
Punch In	99999	7:04 AM	7:04 AM						
Clean Up		7:05 AM	8:37 AM						
*Resaw/Cut	19920	8:37 AM	9:13 AM	0.59					
General		9:13 AM	9:17 AM						
*Sand Material	19905	9:17 AM	11:16 AM	2.00					
Punch Out	99999	11:16 AM	11:16 AM						
Punch In	99999	11:18 AM	11:18 AM						
General		11:18 AM	12:02 PM						
Punch Out	99999	12:03 PM	12:03 PM						
Punch In	99999	12:45 PM	12:45 PM						
*Move Material		12:45 PM	1:14 PM	0.49					
*Resaw/Cut	19923	1:15 PM	2:06 PM	0.86					
*Move Material		2:07 PM	2:37 PM	0.51					
*Resaw/Cut	19924	2:37 PM	3:48 PM	1.17					
*Resaw/Cut	19924	3:48 PM	4:13 PM	0.42	0.42				
Clean Up		4:13 PM	4:33 PM		0.32				
Punch Out	99999	4:33 PM	4:33 PM		0.75				
Sub-Total Danny Duncan				6.04	0.75				
Time paid	8.75	Billable	6.04	OT	0.75				
Gus Guszregan									
Punch In	99999	7:07 AM	7:07 AM						
*Hauler	19924	7:07 AM	11:19 AM	4.21					
Punch Out	99999	11:19 AM	11:19 AM						
Punch In	99999	12:34 PM	12:34 PM						
*Hauler	19924	12:34 PM	4:04 PM	3.51					
Punch Out	99999	4:04 PM	4:04 PM						
Sub-Total Gus Guszregan				7.71					
Time paid	10.20	Billable	7.71	OT					
Jesse Poblano									
Punch In	99999	8:24 AM	8:24 AM						



Start Task: Who are you?

Tom	Bohush	Ken	
Mark	Charlie	Jesse	Steve
Beau	Gus	Amos	Ellie
Sharon	Jim	Danny	Temp #1

Go to:

Main Cancel

Temp #2 Temp #3 Temp #4 Temp #5

10 Active jobs as of 10/21/2003

Job description	Status	Deliver by	Date
Revitalize Building 455 and 456 Trim Package	Order Shop	5/1/03	
Entertainment center per quotation	Order Shop	3/1/03	
I am working on this job	19680	K&W INTERIORS INC.	1 1/2" Cove and Bead, 3/4" x 1 1/2"
I am working on this job	19582	J.R. HERITAGE INC.	Dimond High
I am working on this job	19491	Terry Fieke	Beech
I am working on this job	19580	Stan	Case Rail and Chair Rail
I am working on this job	19615	Sam and Gail Fejes	Interior Millwork Package Residential
I am working on this job	19754	Collins Construction	Big Lake Library
I am working on this job	19681		

Scroll Up Scroll Down Cancel

minute to minute

Worker Time and Job Task Tracking