

Labour Costs for life of vehicle

All labour costs are maintained for the life of the vehicle for analysis of the specific vehicle's costs or for the costs of the groups that the vehicle belongs to.

Details of all labour

Labour details can include drop-down tasks such as 'Remove and Replace', 'Inspect' or 'Lubricate' as well as detailed free-text descriptions. Other fields include 'Reason' (such as 'Accident', 'Avoidable Damage', 'Routine') and position on the vehicle such as (NSR, OSR).

Analyse by context

Freeway allows you to record a context for each labour cost. The context can be as simple as a single level breakdown of items such as 'Brakes', 'Clutch', 'Cooling', 'Electrics' or as in-depth as a three tier VMRS coding structure. The coding structure that you use will also be used for parts costing so that it is possible to analyse both parts and labour costs for a specified area. It is therefore possible to pinpoint all 'Clutch' costs for a specified date range for a single vehicle or a specific model of vehicle.

VMRS or plain English

Depending on your requirements you can either use industry standard VMRS coding structures or use plain english drop-downs. Only use codes if they suit your way of working.

Time-Sheets

A single item of labour can be carried out by a single member of staff. But it is also possible to record several individuals (with different skills and costs) against a single labour record. In the example shown here we have a task carried out by two individuals at different rates, and different times.

Time-sheets can be reported on by Vehicle, By Job-card or by member of staff. It is as a result possible to generate staff time sheets based on jobcard entry.

Estimated, actual or agreed

Record an estimate of time to be taken per labour item—and compare with the actual time taken. The actual time on a labour record is updated as time-sheets are added to a task. Where work is re-charged the bill can be based on the actual time with the option to over-ride with an 'agreed' time.

Staff

Enter details of all staff as well as their default skill levels and trades.