

The following video will show how to receive empty keg shells into inventory and handle the deposit credit to the customer.

A downloadable PDF version can be found here: Keg Management

## Setting Up Credit & Deposit Items

Credits and deposits should be separate items created in your Orchestrated database. You should

have a credit and deposit item for every type of finished good you charge for. See below.

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#	Item No.	Item Description	Item Group	Process Type	In Stock	Pack Type
1	19950-K12-Credit	Credit - 1/2BBL Keg	Deposit/Credit: Kegs	None	0.00	
2	19950-K12-Deposit	Deposit - 1/2BBL Keg	Deposit/Credit: Kegs	None	0.00	
3	19950-K16-Credit	Credit - 1/6BBL Keg	Deposit/Credit: Kegs	None	0.00	
4	19950-K16-Deposit	Deposit - 1/6BBL Keg	Deposit/Credit: Kegs	None	0.00	

To create these items, follow these instructions:

- 1) Go to Item Master Data [Inventory > Item Master Data]
- 2) Switch to Add mode [Ctrl + A] or [icon at the top of your screen, see image below]

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Welcome, cmusick. You are in the Hon	ne cockpit of Orc	hestrate	ed_Trainir	ng.					
Common Functions	Item Master Data								
	Item No.		*	í –					
	Description								
	Foreign Name								
	Item Type								
	Item Group							-	
	Half Carve			6				*	

3) Once in Add mode, start filling out the following fields.

- <u>Item No</u>: We normally set them as 19950-packtype for deposits and 19955-packtype for credits, but this code is up to you just stay <u>consistent</u>
- <u>Description</u>: This is what you want the item to show up on documents
- <u>Item Group</u>: Set this to *Deposit/Credit: Kegs*. If you get a message asking "*Do you want to update the item information (including UoM group) according to the selected item group?*" say <u>yes</u>.
- <u>Check boxes up in the right hand corner</u> only check off *Sales Item.* You are not going to keep track of these credits and deposits in stock, that is what keg shells are for.

Your screen should look something like this.



eni Master Data								
m No. Manual	▼ 19950-K12					Inventor	y Item	
scription	Keg Deposit - 1/2BBL					Sales Iter	n	
reign Name						Purchase	Item	
m Type	Items	•						
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M Group	Manual	▼ 🗊 Bar	Code					
ce List	CA-North	▼ Uni	Price Prim	ary Curre				
cess Type		▼ Bra	nd		•			
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] Tax Lia <u>b</u> le ] Do Not Apply Discour Ianufacturer	nt Groups - No Manufacturer -	•						
dditional Identifier								
hipping Type	Distributor Truck	•						
erial and Batch Numbers								
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2 Active	From To			Ren	narks	1		]
) Inactive ) Advanced								
	*							
TB Group								

4) Now jump to the *Inventory Data* tab.

**5A)** Add a warehouse (should be your main warehouse) to the list of *allowable* warehouses.

**5B)** Highlight the warehouse row by clicking on the row number next to it.

5C) Click Set Default Whse in the bottom right corner.



See below.

5et G/L Accounts B	y Item Group	•			Manage Inventory L	Invent <u>o</u> ry by Wa evel	rehouse	
JoM Name Neight	<u> </u>				Required (P Minimum	urchasing UoM)		
wegn	L				Maximum			
Valuation Method	Moving Average	¥						
# Whse Code	Whse Name	Locked	In Stock	Committe	d	Ordered	Available	
1 😔 A1	Main Warehouse							*
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**7)** These are all of the settings that need to be changed. The item is ready to be added in - hit the *Add* button in the bottom left corner.

8) Repeat for the remaining deposit/credit items needed.

A trick to getting them created a little quicker, is to *Duplicate* the one you just created and just change the *Item No.* and the *Description.* If you'd like to use this trick, just find the item you just created. Now right-click somewhere in the open area on the record and select *Duplicate*. This should create a new record on your screen. Since this is essentially the same item, all you need to do is change the *Item No.* and *Description* at the top. Now hit *Add.* All done!



These items that you just created, should be treated as regular sales type items. This means that you will need to set a *price* for them on your *Price List(s)*.

## Returned Kegs

- Apply Credit to a Customer
- Bring Keg Shells Back into Inventory