GETTING STARTED WITH RUNDOO · PRICING

Spiffs (Sales Incentives)

A spiff is a per-unit kickback for your clerks. Set the rule once in Products → Spiffs, let it accrue on each sale, then pay it out from a report.

THE WHOLE CYCLE

1

Set it up

In POS, Products, Spiffs tab, then + Add spiff.

By rules or By product

2

It accrues

Fires on the next matching sale, on whoever rings it.

No activate step

3

Pay it out

Pull the report at month-end for payroll and co-op.

Two default reports

Add a spiff in 5 steps

1. Click **+ Add spiff**, give it a clear **Name**.
2. Set the **Amount** per unit and the **Start / Expiration** dates.
3. Keep **By rules**, set the **Vendor** (or switch to By product).
4. Set **Unit of measure** so you spiff gallons, not quarts.
5. Click **Create spiff**. It is live.

Two payout reports

Reports → Default reports

Spiffs by sales clerk for payroll. **Spiffs by vendor** for co-op reimbursement. Units net times amount is the dollars owed.

Not retroactive: edits apply forward only. Bump $2 to $3 and earlier sales keep the $2 they fired at. Deactivate ends a spiff without deleting its history.

Who gets credit: the payout goes to the **designated clerk**, which defaults to whoever rang it. An admin can reassign it on the sale so the person who worked the floor gets rewarded.