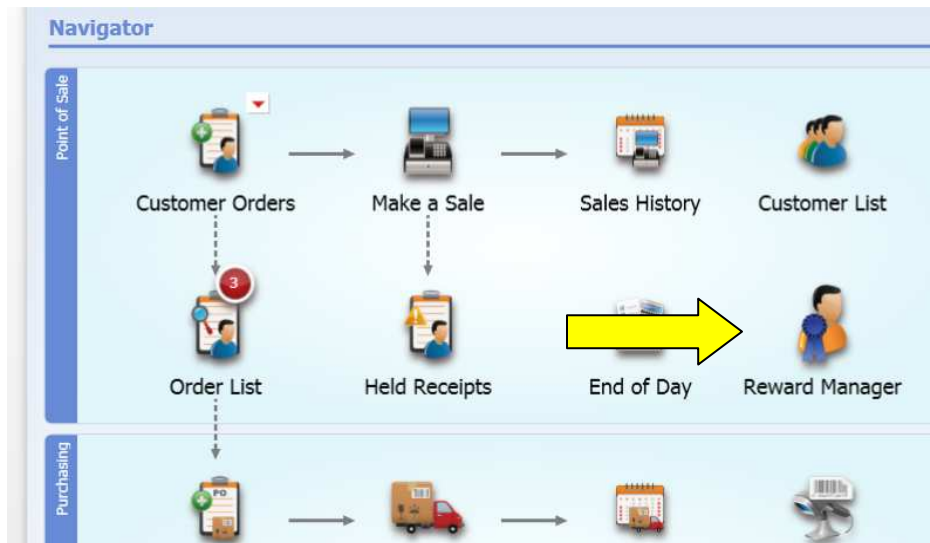




## QB POS Rewards Manager October, 2014 QB POS v2013

In QB POS v2013 you can setup Rewards for your loyal customers by using **Rewards Manager**.

1. You will need to setup a threshold amount and the reward that will be earned. Select **Reward Manager** from the **Home** screen.



2. Next you will **Turn Tracking On**.

**Reward Manager**

I Want To... ▾

**Reward Setup**

\* Purchase Threshold

\* Reward Amount

\* Reward Expiration

\* Purchase Tracking Period

Start  End

No End Date

\* Required Fields

**Reward Program Status**

**Reward Tracking is OFF**

Total Rewards Redeemed \$30.00

[Member List](#)

[Redemption History](#)

**Reward Options**

Automatically enroll new customers in Rewards Program

Prompt to enroll when making sales to non-members

Inform cashier when sales rewards are earned

Block reward redemption for  days after being earned. [What is this?](#)

3. After Turning Tracking On you will set the **Purchase Threshold** that the customer needs to reach in order to get the Reward.
4. Set the **Reward Amount** the customers will receive.
5. Set the **Reward Expiration** time period.

**Reward Manager**

I Want To... ▾

**Reward Setup**

\* Purchase Threshold

\* Reward Amount

\* Reward Expiration

\* Purchase Tracking Period

Start  End

No End Date

\* Required Fields

**Reward Program Status**

**Reward Tracking is ON**

Total Rewards Redeemed \$30.00

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**Reward Options**

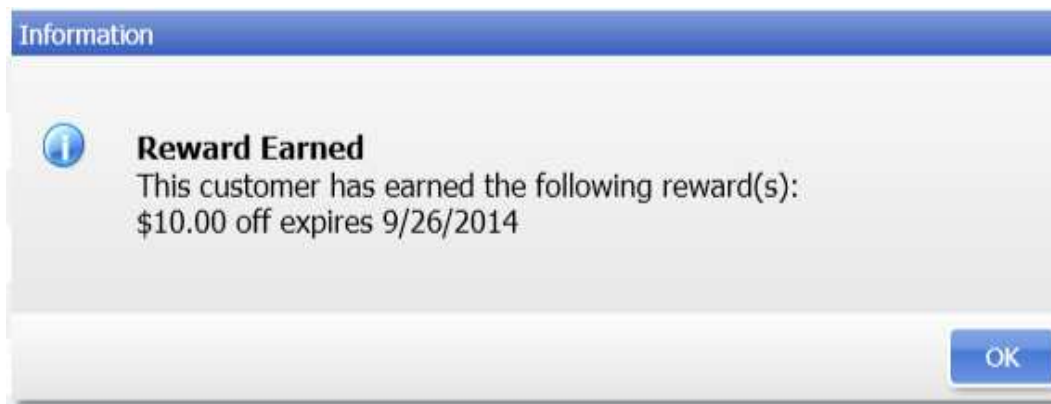
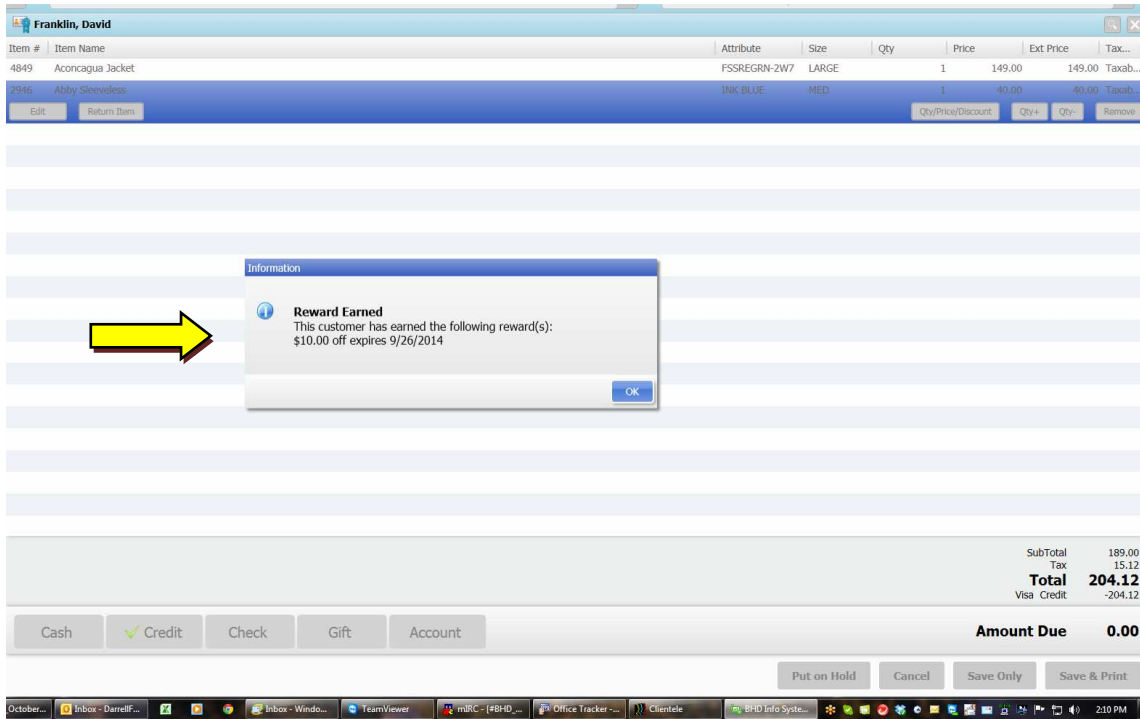
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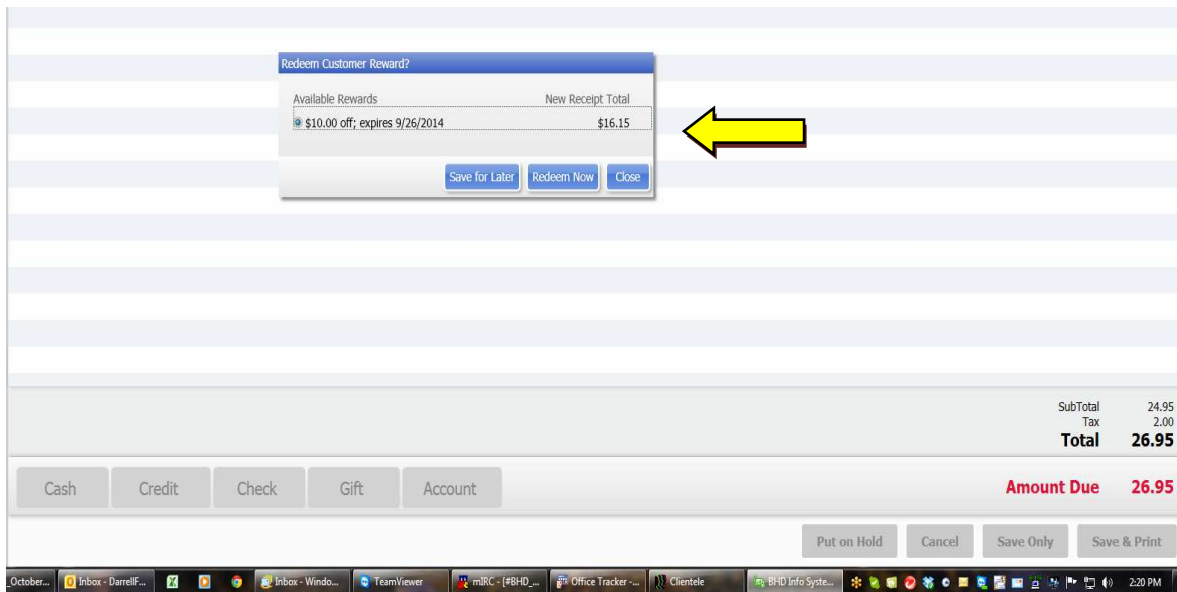
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Block reward redemption for  days after being earned. [What is this?](#)

6. You can set a **Purchase Tracking Period** if desired (most commonly it is left open ended).
7. Next you will set the **Reward Options**, including Reward Blocking Period (usually the same period as your refund policy).
8. When the customer makes a purchase it is important to put the customer's Name on the Sales Receipt or the customer will not get credit for the purchase amount. The system will keep track of all purchase amounts and notify the cashier when the customer hits the rewards threshold.



9. The next time the customer comes in to make a purchase (after the Block period) the POS will let the cashier know the customer has a reward they can use.



10. The customer can then choose to **Redeem Now** or **Save for Later** the reward. (A customer can earn or have more than one reward pending at anytime, however, they can only use one reward per purchase.)
11. The customer also gets a notification on the Sales Receipt to let them know how much more they need to purchase to reach their next reward.

Cashier: Sysadmin

<u>Item Name</u>	<u>Qty</u>	<u>Price</u>	<u>Ext Price</u>
Breeke T-Shirt	1	\$40.50	\$40.50 T
Monet Wate XXL		D% 10%Damage	
Reward	1	(\$10.00)	(\$10.00)

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	Subtotal:	\$30.50
Out of State	0 % Tax:	+ \$0.00
<b>RECEIPT TOTAL:</b>		<b>\$30.50</b>
Total Sales Discounts:		\$4.50
Total Rewards:		\$10.00
<b>Total Savings:</b>		<b>\$14.50</b>

**\*\*\* Reward Program Reminder \*\*\***

Spend \$155.24 more on eligible items and earn  
\$10.00 off on a future purchase. Subject to program  
terms & conditions.

Thanks for visiting the Museum!  
No returns after 90 days.  
All returns must have original receipt.



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