# Retroactive Reclass Process

# Post-Salary Increase Program Implementation

#### **STEP 1 - BW Employees**

Initiate a PayPath Action for the Reclass

#### Navigate to **POSITION DATA** Tab in PayPath

#### **Position Data Section**

- 1. Enter the effective date of the Reclass (Example 03/7/2021)
- 2. Action Code: POS = Position Change
- 3. Position Change Reason Code: JRU = Job Reclass Upward

Empl ID	Empl Record 0	
		Pc
		_
	Action: POS Position Change Position Change Reason: JRU Q Job Reclassification - Upwar	rd
	Empi ID	Empl ID Empl Record 0  Action: POS Position Change Position Change Reason: JRU Q Job Reclassification - Upwar

### **New Values to Update Section**

- 4. Enter the new job code in the Job Code field.
  - a. **If** the FLSA designation is changing, entering the new job code causes all job attributes to cascade through the position, including FLSA, Salary Plan and Grade.

New Values to update		
Business Unit: SBCMP	UC Santa Barbara Campus	
Department ID: PERS	HUMAN RESOURCES	
Location: SAASB-3101	Student Affairs & Admin Svs	
Job Code: 007725	COMPENSATION ANL 2	
Union Code: 99	Non-Represented	
FLSA Status: Nonexempt 🔻		
Reports To Position: 40031426	COMPENSATION ANL 3	
Sal Admin Plan: CTSB		
Salary Grade: 21 Q		
Standard Hours: 40.00		
FTE: 1.000000		

# Navigate to **JOB DATA** Tab in PayPath

# **Job Data Section**

5. You do not need to enter the effective date of the Reclass or the action/action reason codes because the effective date and all other updates cascaded to job data from the position data update



# Pay Components Section / UC Job Data Section

- 6. Enter the new comp rate based on the approved Reclass
  - a. Update the Comp Rate Code as applicable
  - b. Change the Pay Frequency as applicable.
- 7. In the Job Data Comments box, enter the reason for the comp rate change.

Earnings Distribution Type: None	Comp Rate: 30.480000	Standard Hours: 40.00 Pay Frequency: HQ Hourly
Pay Components Rate Code UCHRLY	Comp Rate	Personalize   Find   🔄   📑 First 🕢 1 of 1 🚱 Compensation Frequency Hourly
Earnings Distribution Earnings Code	Comp Rate	Personalize   Find   🛃   📑 First 🕢 1 of 1 🥡 Distribution %
ERIT/Phased Retirement End Dt: 01/09/2021 19 Probation Code: None Location Use End Date: 19 Location Use Type:	×	Trial Employment End Date: 19 PY Career Duration: 20 Probation End Date: 19 Cubicle
Job Data Comments: Employee received	a reclass effective 3/7/2021 with a	10% increase.

# Navigate to ADDITIONAL PAY Tab at top of page

#### Initiator Comments / Save and Submit

- 8. Scroll to the bottom of the page to where you see the **initiator's comments box** and the **Save and Submit** button
- 9. Enter the initiator's comments indicating to your approver the reason for this PayPath Action
- 10. Click on the Save and Submit button.

This sends the Reclass-increase PayPath transaction through AWE to the department approver.

### Approval Workflow Engine (AWE)

11. Once the department approver approves the transaction, the increase writes directly to the UCPath system.

# Proceed to STEP 2

Recalculate the annual increase from the Salary Increase Program.

## **STEP 2 - BW Employees**

After the department approver approves the first PayPath transaction (Reclass increase), a second PayPath transaction is required to adjust the comp rate to reflect the Salary Increase Program based on the retro reclass.

#### Navigate to **JOB DATA** Tab in PayPath

#### Job Data Section

- 12. Enter the effective date of the Salary Increase Program (Ex: 06/27/2021).
- 13. Action Code: PAY = Pay Rate Change
- 14. Action Reason Code: ATB = Across-The-Board

	-	Person Org
Job Data		Find View All
Effective Date: 06/27/2021	Action: PAY Q Action Reason: ATB Q	Pay Rate Change Across-The-Board

#### Pay Component Section & UC Job Data Section

- 15. Calculate the general salary increase\* on top of the salary that was equity adjusted and enter it as the new comp rate.
- 16. Scroll down the page to the Job Data Comments box and enter the reason for the comp rate change.

Pav Components				Pers	onalize Find 🛛 🗔				
Rate Code			Comp Rate		Compensation Frequency				
1 UCHRLY		Q	31.390000		Hourly				
Earnings Distribution	I			Fei	sonalize Pinu 🕒 🔤				
Earnings Code			Comp Rate		Distribution %				
1									
UC Job Data	UC Job Data								
ERIT/Phased Retirem	nent End Dt: 01/09/2021	31		Trial Employment End Date:	31				
Prob	ation Code: None		$\sim$	PY Career Duration:	$\checkmark$				
Location Us	e End Date:	31		Probation End Date:	31				
Location	n Use Type:		$\sim$	Cubicle					
Job Data (	Comments: Adjust reclas 27, 2021.	ss based on S	alary Program Incro	ease of 3% effective June					

## Initiator Comments / Save and Submit

17. Follow Steps 8, 9, and 10 above.

#### Approval Workflow Engine (AWE)

18. Once the department approver approves the transaction, the increase writes directly to the UCPath system.

#### **Review Pay**

- 19. After the department approver approves the Salary Increase Program adjustment, please verify that retro pay issued.
  - a. The system should automatically calculate the retro pay. No additional action needed
  - b. Review the first paycheck after these types of comp rate changes to confirm the system properly issued retro pay.
  - c. **IF** the system did not issue retro pay, submit a one-time payment request via ServiceNow to BFS.

\*How to Calculate the General Salary Increase (NOT Merit)

For any non-represented employee eligible to receive an increase through a general increase program (not a merit increase).

- Calculate the percentage increase based on the monthly salary for MO paid and, based on the hourly rate for BW paid.
- Once you add the percentage increase to the monthly rate, you must **round UP** to the whole dollar (not down). THEN, multiply by 12 to get the new comp rate to input into UCPath.
- For hourly paid, add the percentage increase and **round UP** to the cent to get the new comp rate to input into UCPath.
  - MONTHLY EXAMPLE based on 3%: \$12,345.67/MO x 1.03 = \$12,716.04 -- round up to \$12,717 then multiply by 12 = \$152,604
  - HOURLY EXAMPLE based on 3%: \$32.45/HR x 1.03 = \$33.4235 -- round up to \$33.43

# End of Process