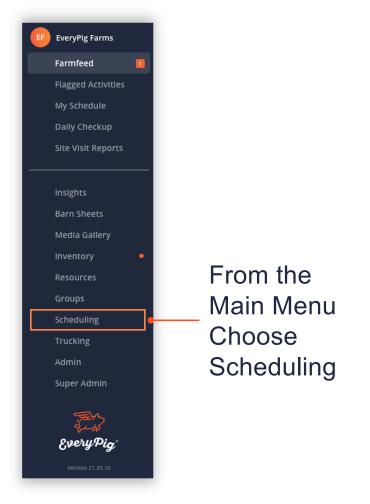
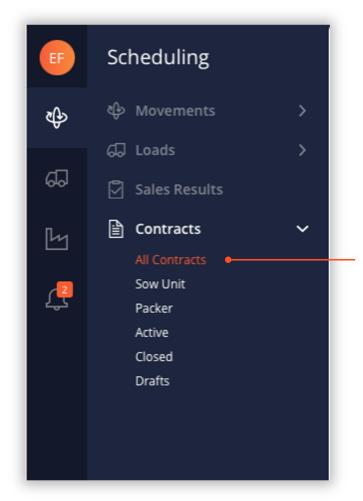


Scheduling Part 2





Once at Scheduling Main Menu Choose Contracts

Contracts

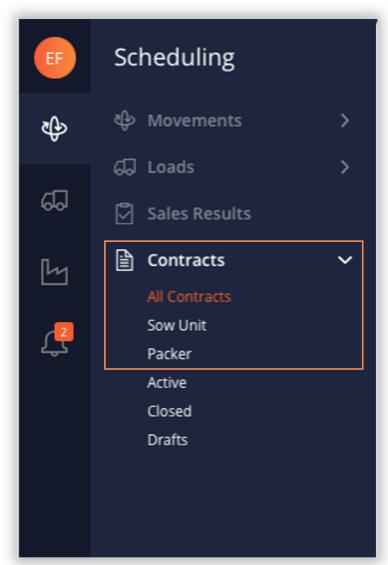
Contracts let the system know when to generate loads for you.

Sow Unit

Generates Incoming Loads

Packer Contracts

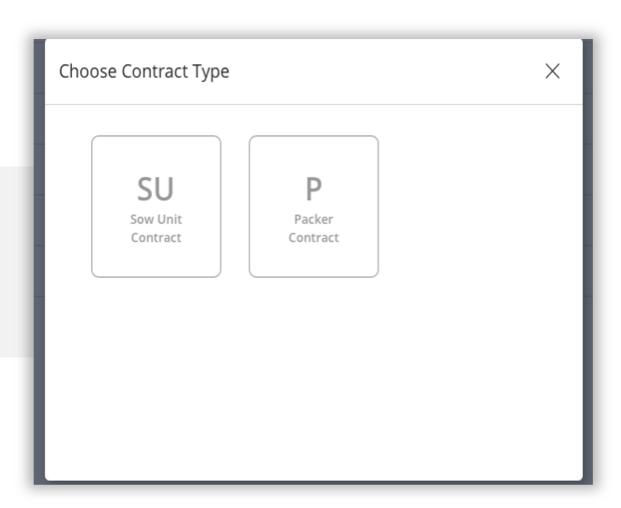
Generates out going loads

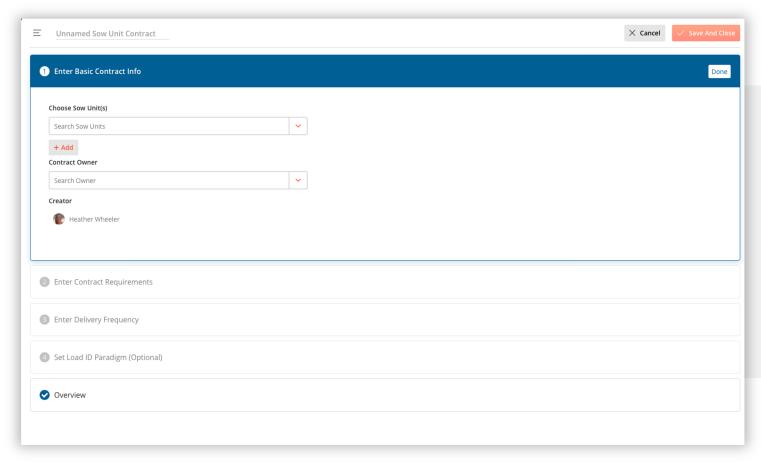


Every Pig.

Create Contract

Choose Contract type to Create Sow Unit or Packer





SOW Units / Packer Contracts.

Complete each section and click DONE to move onto the next.

Once all sections are completed, Save and Close will appear at the bottom of the Screen

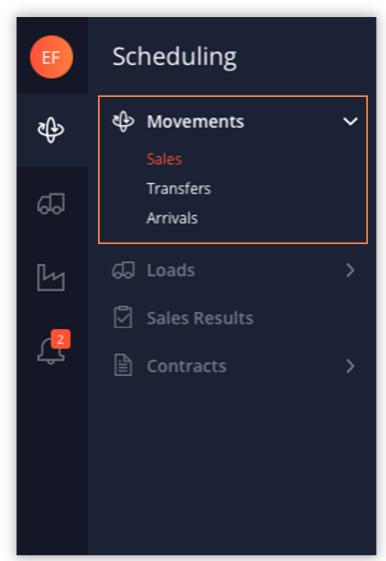
Movements

Are defined as Pigs being moved from one place to another, including internal transfers

Sales - To Packer

Transfers – Within Your System

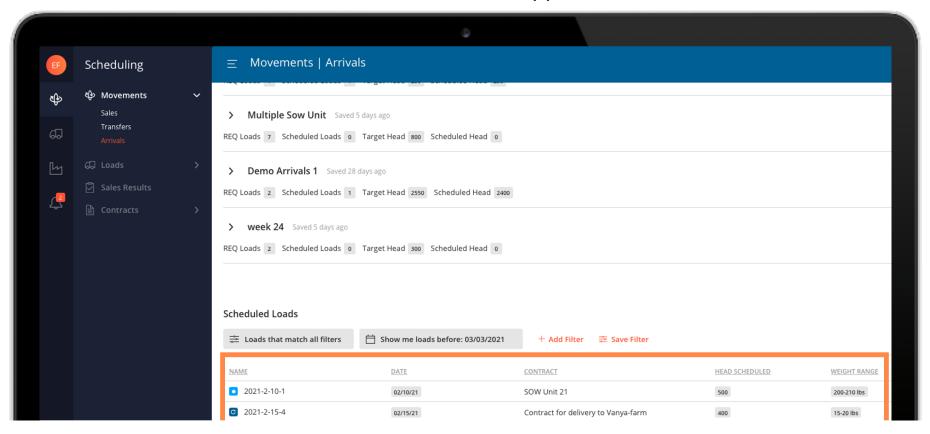
Arrivals – Incoming Head



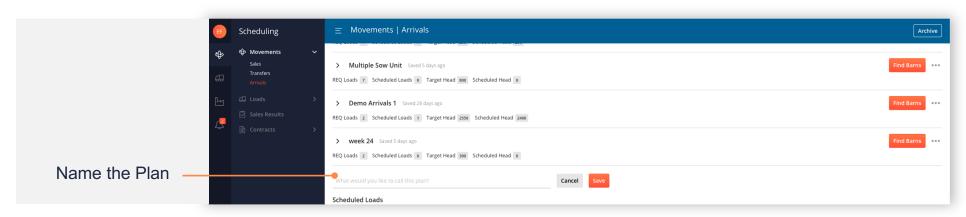


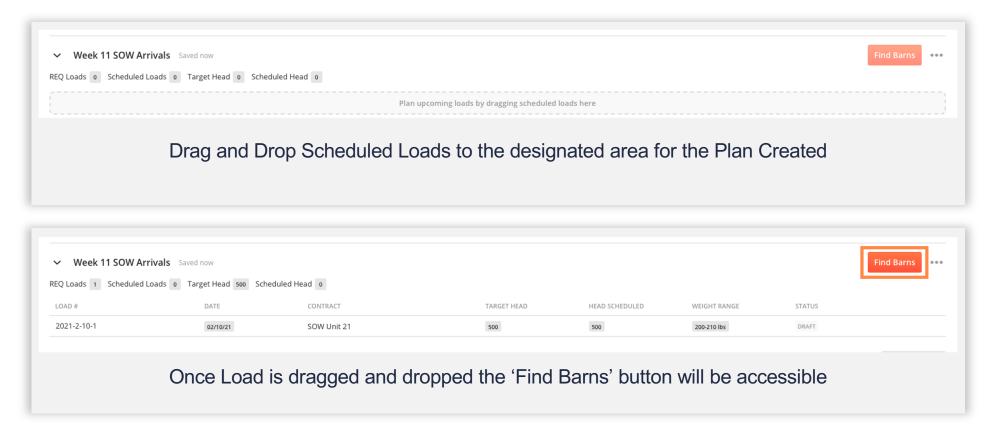
Creating Loads in Movements

The contracts that have been created will appear under Scheduled Loads

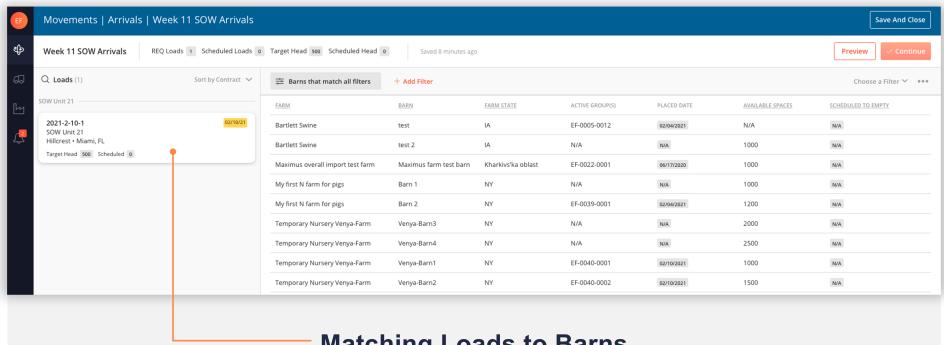






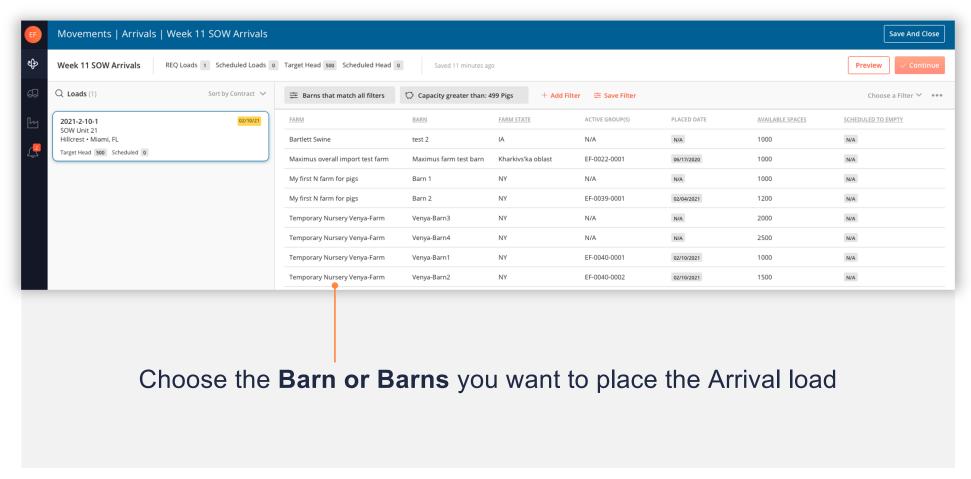


Click FIND BARNS

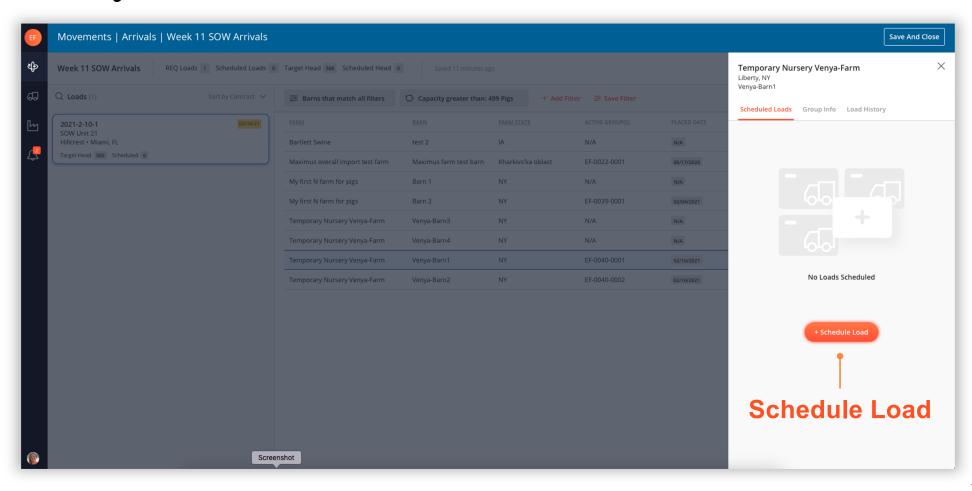


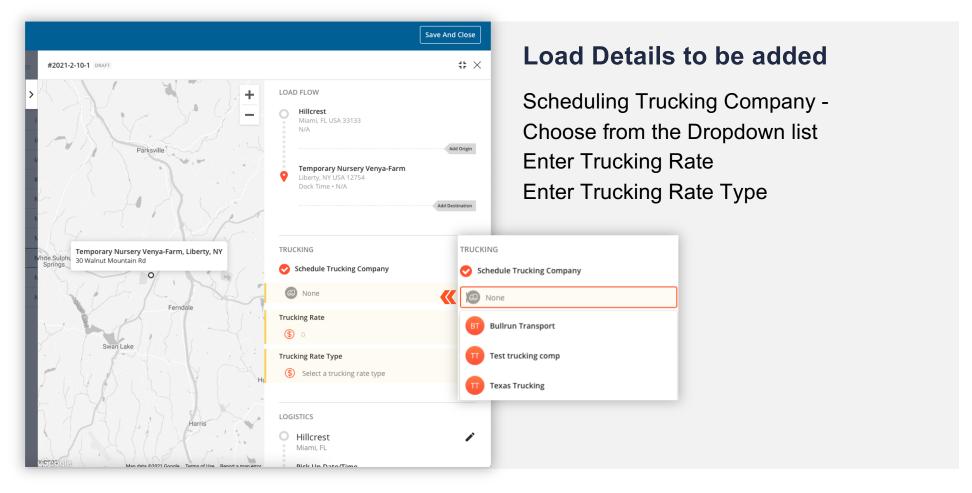
Matching Loads to Barns

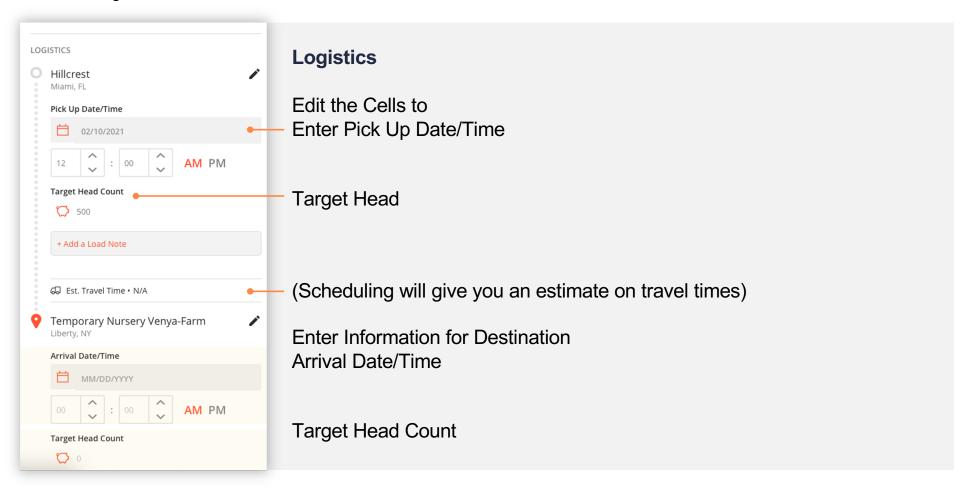
The system will list all Barns that match the Load Click the Load to narrow the Barn Matches



Every Pig.







Every Pig.

