# **Accounting Module**



## **Trust and Agency**

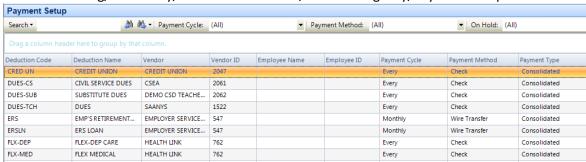
The Trust and Agency routine can be used to automate the creation of disbursements for a given payroll from the Trust & Agency fund. Payments for Federal, FICA/Medicare (including the Employer share), State and City withholdings in addition to other employee related disbursements like Credit Union deductions, Garnishments, TSA Contributions, Organizational Dues, Retirement Loan payments, etc., can be included in the routine.

## Important Notes When Preparing to Use Trust and Agency Processing

- Make sure that G/L Accounts and A/P Vendors have been added for ALL deductions in the Deduction Codes Setup table in Payroll. This will help in two ways:
  - o This information will be printed on the Payroll Transaction Journal report where it can be referenced.
  - The Trust and Agency routine defaults these values for any new codes that are set up.
- Make sure that one of the Bank Account Names is flagged as the Trust Agency Checking account in the Bank Setup table.

## **Trust and Agency Payment Setup**

Path: Accounting/Data Entry/Cash Disbursements/Trust and Agency/Payment Setup



The following are system-default trust and agency codes:

- FICA-EMPL Employees' share of FICA
- FICA-EMPR Employer's matching share of FICA
- FWT Employees' Federal Tax Withholding
- MCTM-EMPR MCTMT Employer Tax (not applicable after April 1, 2012)
- MEDI-EMPL Employees' share of Medicare
- MEDI-EMPR Employer's matching share of Medicare
- NET Net Payroll to Disburse
- SWT Employees' State Tax Withholding
- NYC Employees' NYC Tax Withholding (if applicable)
- YON Employees' Yonkers Tax Withholding (if applicable)
  - o **NOTE:** If you do not wish to automate any of these default codes, simply change the Pay Cycle to Never.

## **Adding Other Trust and Agency Codes**

- There are two methods to add TA Codes for deductions that were NOT set up by default.
  - Manually add ALL deduction codes on the Payment Setup window.
     OR-
  - o Generate Trust and Agency Payments for a pay period on the Payment Processing window. This will add any missing TA payments included on the current summarized payroll. While the routine will add the new codes, the user must update these codes on the Payment Setup. If the Deduction Code Setup table has had the G/L Account and A/P Vendor updated, these values will default from the table. The Payment Cycle for any new codes created during the Generate Payment Process, however, defaults to N/A and puts them on Hold, so if there are NEW code(s) created that should be paid on this particular run, one of the following two steps must be taken prior to creating the disbursements:
    - The new code(s) must be updated with the proper Payment Cycle and the user must manually remove the HOLD from the code(s) by highlighting the appropriate deduction code and entering Update mode on the Payment Processing window.

-OR-

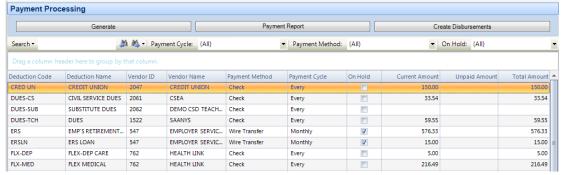
• The new code(s) must be updated with the proper Payment Cycle on the Payment Setup window and the payroll dates generated again on the Trust and Agency Generation window.

Manually adding Trust and Agency Codes on the Payment Setup window:

- o Enter **Add** mode on the Payment Setup window.
- o Enter the Trust and Agency **Deduction Code**.
- o Enter the **Payment Method** as either Check, Wire Transfer, or Electronic. Check will produce a Computer
  - Check will produce a Computer Check to be printed from nVision.
  - Wire Transfer or Electronic creates Manual Check records.
- o Enter the Payment Type.
  - Consolidated The most commonly used method, creates one check for employees with the same deduction using one consolidated detail line for all employees on the check stub.
  - Singular by Vendor (Typically only used for Garnishments) Like the Consolidated option, this method creates one check for employees with the same deduction, except it uses multiple lines of detail (one for each employee) on the check stub. It requires an additional deduction code entry for each employee and allows the entry of a reference number for the employee which is printed as the Invoice number on the check stub.
  - Singular by Individual (Typically only used for Garnishments) Creates a separate check and separate detail line item for each employee with the same deduction. This method requires an additional deduction code entry for each employee and allows the entry of a reference number for the employee which is printed as the Invoice number on the check stub.
    - Note: If the Type of Payment is Singular by Vendor or Singular by Individual, the Employee ID and Reference Number fields will open up for entry. For multiple employees, you must have multiple records for the same deduction codes, but with different employees linked to the records. The Reference Number field can be filled in with a unique reference number for each individual employee (defaults to the reference number, if one exists, on the deduction window for the employee in Employee Payroll Information) and is printed in the invoice field on the check stub.
- o Enter the **Payment Cycle** for when payment is made for the deduction.
  - The payment cycle can be Every, Weekly, Monthly, Quarterly, Annually, Never, or N/A.
- Enter the Vendor ID. The vendor number specified for the deduction on the Accounting Information folder in Deduction Codes Setup is defaulted.
- Enter the Account to create the disbursement for. The account specified for the deduction on the Accounting Information folder in Deduction Codes Setup is defaulted.
- o **Save** the record.

## **Generate Payments**

This routine is used to create the trust and agency payment amounts for the current time period and payment cycles selected. From the Payment Processing window,



- Click the Generate button.
- Choose the Payroll Cycle and the Payroll Date.
- Choose Payment Cycles to Generate payments for
  - Check any cycles associated to deductions you want to create payments for at this time. If you check only the Every Pay Cycle, nVision brings in every deduction and automatically checks the Hold flag for the Weekly, Monthly, Quarterly, and Annually payment cycle deductions.
- Click Generate

## **Review Payments**

- Review TA codes and current payment information on the Payment Processing window.
- To print a report of the current payments, click
   Payment Report
  .

#### **Edit Current Disbursements**

- Highlight the deduction record in the listing on the Payment Processing window and enter Update mode.
- There are 3 items that can be modified:
  - On Hold A check box allowing the user to manually mark a deduction to be held from the current disbursements and to be carried forward as an unpaid balance
  - Current Amount The current payroll amount set to be disbursed
  - o Unpaid Balance The amount of money which was held from previous payroll(s)
- Save the record.

## **Creating the Cash Disbursements**

- Click Create Disbursements
- Select the appropriate **Disbursement Schedule** (warrant) that the payments should be recorded within.
- Enter the **Date** for the disbursements. For checks this is simply the entry date and may not necessarily be the same as the check date since that will be assigned during the printing process.
- Enter the Wire/Electronic Reference Number. This reference number will serve as a starting number for the manual disbursements created for Wires and Electronic payments. The first time you run Wires/Electronic payments, you should set this number at a number well outside of the normal check number ranges you are using. Once this routine has been run, the Ref# will default to the next number for each subsequent run.
- Click to begin the process.
- Once the disbursements have been created, any computer checks that were created can be printed through the
  normal Print/Post Checks routine. The Checks Waiting to Print report (Reports Schedule Reports) may be run to
  confirm check amounts prior to printing them. In addition, disbursements created for Wires or Electronic
  payments may now be reviewed in the Manual Checks area or reported on via a Cash Disbursement Schedule
  report (Reports Schedule Reports).