

## Cost Module Tips

- ◆ All **Cost Estimates** and **Accruals** are based on **Kind Code** and **Agency**.
- ◆ The **Cost** module will use the **Check-In Date** to start generating cost until **Time** is posted or the Cost User enters an **Assign Date**.
- ◆ To adjust an **Accrual Code**, add the appropriate contract agency that is paying for the resource. (i.e. If you are on a BLM incident, adding **BLM** to the **Contract Agency** field on PVT resources will adjust the **Accrual Code** to **FED**.)
- ◆ If the system is not generating the correct **Accrual Code**, select the correct code on the **Cost** tab and click to check the **Lock Accrual Code** checkbox.
- ◆ Leave **Agency Code** blank for **Subordinates** of **Contract Resources** that do not need to be included in the actual process (i.e. Contract Dozer Operators).
- ◆ Correct **Kind Codes** for **Subordinate Resources** are critical. (i.e. If the Kind Code HC1 is used for 20 members of a type 1 crew, the **Cost** module will calculate 20 HC1 estimates at \$8,200 for each member into a rollup cost of \$164,000.)
  - Each member should be identified as a FFT1, CRWB, etc.
- ◆ A **Demobed Resource** will continue to generate **Cost** until a **Release Date** or **Estimated Date of Arrival** is defined.
- ◆ Rather than running the Cost Process for all Resources, you can instead click to check the **Resources Selected in Grid** checkbox. Then select the **Resource(s)** in the grid for which you want to run the process.

The **Full Cost Process** does not need to be run every time you update the **Daily Cost** records. There are multiple **Cost Processes** you can run. The following Cost Processes are available:

- **Create Cost, Update Actuals & Re-Estimate** - Creates estimated **Daily Cost** data from the **Rates** lookup table. Updates the data with any **Actual Costs**. Then re-estimates the cost for any existing **Daily Cost** records.
- **Create Cost & Update With Actuals** - Creates estimated daily cost data from the **Rates** lookup table and updates this data with **Actual Cost** data.
- **Create Cost Only** - Creates **Estimated Daily Cost** data from the **Rates** lookup table.
- **Re-estimate** - Re-estimates the cost in **Estimated** or **Actual** cost records with a zero (0.00) cost amount. For each of these records, the application recalculates the **Rate Type Code**, **Unit**, **Quantity**, and **Unit Cost**. It then compares the recalculated values with the previous values. If there is a difference, the record is updated with the new values and the **Cost Update Level** is set to **Estimate**.
- **Update with Actuals** - Updates **Daily Cost** with **Actual Cost** data.
- ◆ When the user runs the Cost Process, the **Cost Levels** are updated in the Cost Daily records. The **Cost Levels** include:
  - **E** (Estimate) - Cost Level data is estimated from the **Rates** lookup table.
  - **A** (Actual) - Cost Level data is Actual Time from the **Time** records.
  - **U** (User Updated) - Cost Level data was updated by the **User** or **Flowed Down** from an Actual Cost entry.

## Generate Daily Costs

The following table outlines when Generate Daily Costs checkbox is ON or OFF. Based on the scenario in the first column, I-Suite will automatically check or un-check the Generate Daily Costs checkbox.

Resource Configuration	Parent Resource Generate Daily Costs	Subordinate Generate Daily Costs
Resource with No Subordinates ♦ With or without actual time posted <i>i.e. Most overhead resources, resources with no subordinates, contract resources, without subordinates</i>	ON	N/A
Resource with Subordinates ♦ No actual time posted for either the parent or subordinate. <i>i.e. Non-contract Crews and engines prior to posting actual time.</i>	ON	OFF
Resource with Subordinates ♦ With actual time posted to the subordinate(s). <i>i.e. Crews and engines after actual time has been posted.</i>	OFF	ON
Resource with Subordinates ♦ With actual time posted to both the parent and the subordinate(s). <i>i.e. Pickup truck with AD driver</i>	ON	ON
Air resources without subordinates.	ON	N/A
Air resources with subordinates ♦ With or without actual time posted <i>Both the parent and subordinate will turn on to generate separate aircraft and crew costs.</i>	ON	ON