

This document describes how consols and groupages work in sprinter 2000.

1. Introduction

The words consols and groupages mean the same. In Sprinter 2000 the word consol is used.

A consol is a group of shipments (called house shipments) which are transported together as one shipment (for example in one trailer or one container). The shipments are for various customers to various addresses. A consol has always one master shipment.

2. Master Shipment

This master shipment is the shipment that covers all house shipments in the consol. This shipment is shipped from you to your foreign agent or from your foreign agent to yourself.

If you do not work with foreign agents you can use yourself as the foreign agent. The master shipment is automatically created when you close the consol.

3. How do we start

To start a consol, you first create the first house shipment. This is done by selecting *House* in group *CD-Code* on the *General* tab sheet of the shipment.

The screenshot shows the 'Sprinter 2000 - [200307000058 Road Export]' window. The 'General' tab is active. The 'CD Code' section is circled in red, showing the 'House' radio button selected. Other visible fields include 'Shipment Nr.: 200307000058', 'Entry Date: 07-07-2003', 'Shipment Date: 05-01-2003', 'Service' (Export selected), 'Waybill Nr.', 'Agent's Ref.', 'Shipment Type: bbbb', 'Shipper (Local Customer)', 'Designee (Foreign Customer)', 'Pickup Address', 'Delivery Address', 'Pickup Carrier', 'Main Carrier: TNT', 'Transport ID', 'Truck Number', and 'Trailer Number'. The bottom of the window has buttons for 'OK', 'Cancel', navigation arrows, 'Send POD', 'New Shipment', and 'Help'.

After you have select House the Consol Search screen pops up.



Here you can select the consol to which you want to attach this house shipment to. If no consol exists or you want to start a new consol, press the button *Add* to create a new consol. Every consol gets a consol number. After you have press the *Select* button you return to the shipment screen where you enter the rest of the shipments information. When you are done you can create the next house shipment. You can attach as many house shipments that you need. If you want to remove a house shipment from a consol you simple select *Direct* in the group *CD-Code*.

4. Viewing the consol

If you want to see which house shipments are attached to a specific consol, you go to *Shipment->Consol Management->View Consol*. Select the consol you want to view and the a screen appears which all house shipments. You can click on the blue shipment numbers to open the shipments directly.

5. Closing the consol

When you are done attaching all house shipments to the consol you have to close the consol. When you close the consol the master file is automatically created. To close the consol you go to *Shipment->Consol Management->Close Consol* and select the consol you want to close. Then the Close Consol screen appears.

OK	Shipment	Lcl. Customer	Colli	Weight
<input checked="" type="checkbox"/>	200301000010		0	0
<input checked="" type="checkbox"/>	200307000058		0	0

Here you can select which house shipments must be included into the closed consol. By default all shipments are selected to be included. When you press the button *OK* the master shipment is created.

6. Attaching house shipments to a closed consol

When you have closed the consol, the consol will not longer show up on the Consol Search screen.

To attach a (last-minute) house shipment to a closed consol you first create the shipment as a normal direct shipment. Then you go to *Shipment->Consol Management->Add Shipment to Consol*.

Enter now the shipment number of your new direct shipment and enter the consol number and press *OK*.

7. Remove house shipment from a closed consol

To remove a house shipment from a closed consol go to *Shipment->Consol Management->Remove Shipment from Consol*. Enter the shipment number of the house shipment you want to remove and press *OK*.

8. Manifest

After you have closed the consol and have entered the master shipment you can print a manifest on the *Print&POD* tab sheet.

9. Sales and Purchases

Sprinter 2000 has a GPM (gross profit margin) figure for each shipment. For a consol you have also a Consol GPM figure. This is the profit you make over the complete consol.

The sales and purchases for an individual shipment is reserved and invoiced on to the specific house shipment.

The sales (to your foreign agent) and purchases (trailer charges) for the master file is reserved and invoiced on the master file.

For the calculation of the GPM figure the sales and purchase of the master file is divided over the house shipments. The dividing is based on the weight of the house shipment. So heavier shipments get a bigger portion of the masters sales and purchases.

Example:

	Weight	Sales	Purchases	Individual Profit	Divided profit of the master	Total GPM
House Shipment 1	100	300.00	25.00	275.00	-163.67	111.33
House Shipment 2	200	500.00	100.00	400.00	-333.33	66.67
House Shipment 3	300	800.00	250.00	550.00	-494.00	56.00
Master File	600	0.00	1000.00	-1000.00		234.00

The profit for the total consol is 234.00.

The profit you make House Shipment 1 is 111.33

Calculation of the House Shipment 1 profit:

$300.00 - 25.00 = 275.00$

$100/600 \text{ part of } -1000.00 = -163.67$

$275.00 - 163.67 = \mathbf{111.33}$