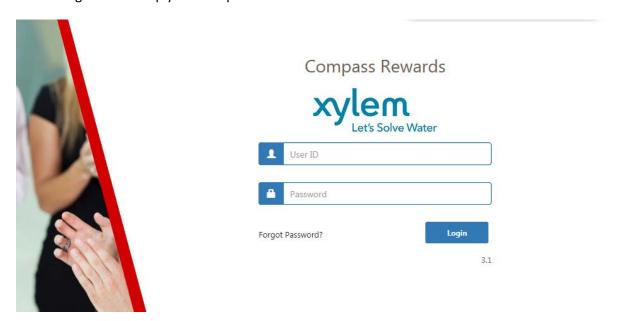
Laserbeam – Compensation Tool

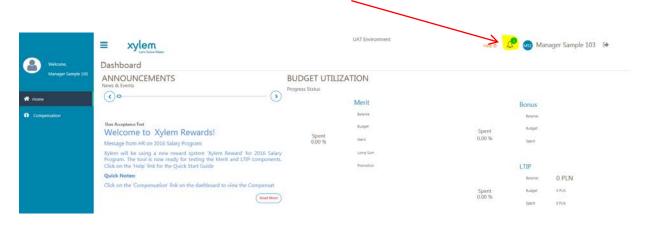
1.1 LEVEL 2 MANAGER - HOW TO REVIEW MERIT PROPOSALS

If you are a manager who reviews Merit/Bonus Proposals, you will need to approve or reject all proposal submissions made by your direct reports.

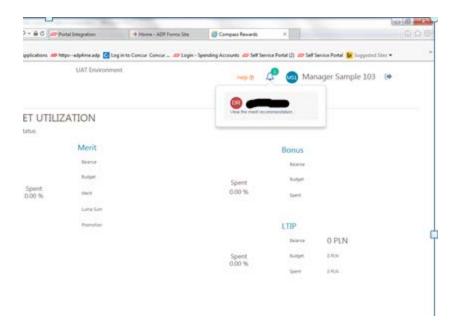
• Log in to the Laserbeam Tool: As a manager you will receive an email instructing you how to first log-in and set up your own password.



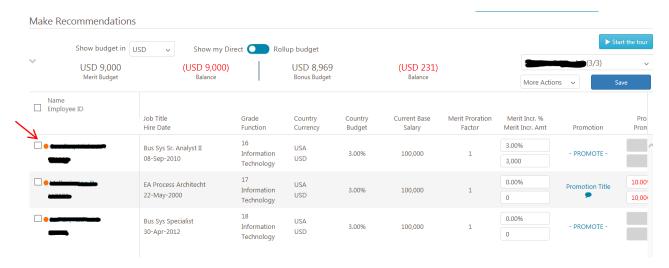
• On your homepage you will receive notifications that someone has submitted a proposal.



• Click on the "Notification" Icon

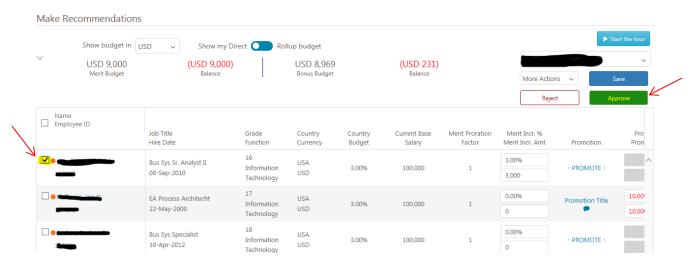


- The notification displays the name of the manager who submitted proposals for your review. Click on the link to "View the merit recommendation".
- The link will open up the listing of employees for you to review. An **ORANGE** circle appears next to the employee names ready for review.

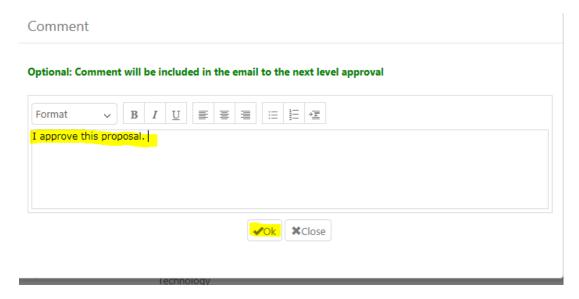


1.2 APPROVE SUBMISSIONS

- Review all the Merit and Bonus proposals.
- If you agree with the proposals and are ready to approve, select the check box next to the employee's name and click the "Approve" button.



An optional comment box will appear. Enter comments as desired and click "OK".



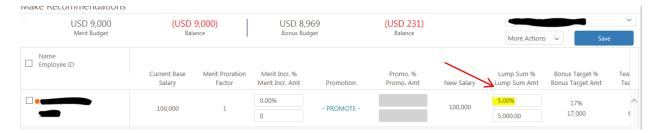
 The comment will be listed under the Comments Section/Workflow Comments and will be included in an email to the employee's manager letting them know that the proposal has been approved. • Once approved, the circle next to the employees' name will turn to yellow and the boxes to make proposals will be greyed out and locked.



Note: To make changes to any approved proposals, please contact your local HR Administrator for assistance.

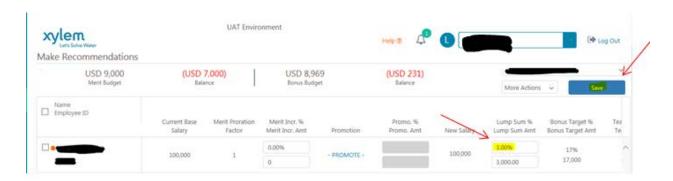
1.3 CHANGE PROPOSAL DIRECTLY

• After reviewing the proposals, if you disagree with a recommendation, you can change the proposal and approve the changes you make.



 Following the Manager Level 1 documentation, make any required updates to the employee's record.

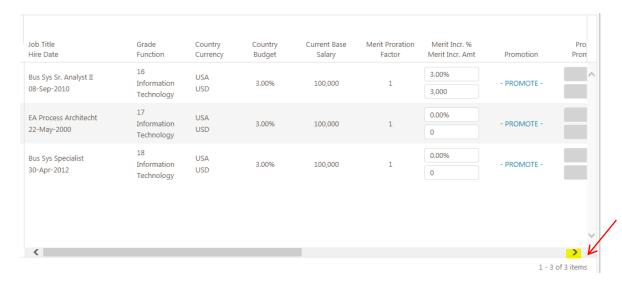
For example, if you want to decrease the Lump Sum Amount, click on the Lump Sum % box and change the % given.



- Click "Save".
- You will see a "Successfully Saved" message appear.



Once the changes are saved and updated, enter a comment to document the changes made. To
do so, use the arrow on the bottom of the screen to scroll to the right.



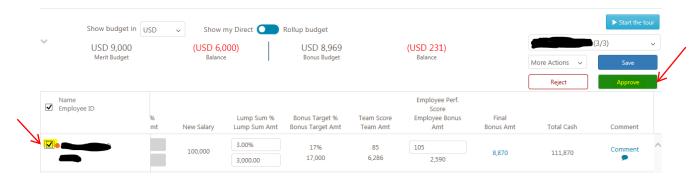
• Click on "Comment".



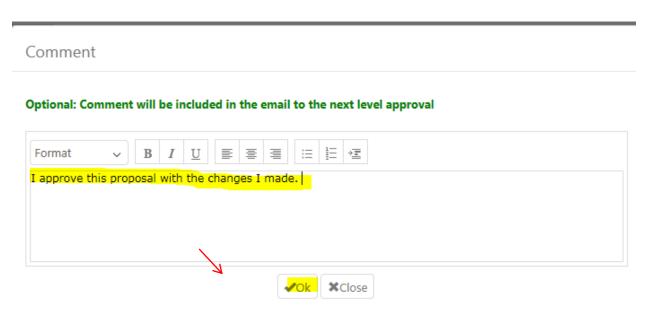
- A pop up box will appear. Click on the relevant header section for your comment's topic:
 - o General
 - o Merit
 - o Promotion
 - Workflow Comments



- Enter your comments in the text box and click "Add Comment" to save.
- Next, select the box next to the employee's name and click "Approve".



An optional comment box will appear. You may add any comments as necessary. Click "Ok" when complete.



• Once approved, the circle next to the employee name will turn to yellow and the boxes to make proposals will be locked.



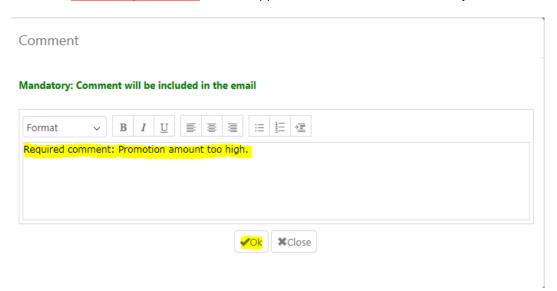
*Please note that if you make changes directly in the system and approve them, the first level manager will **NOT** receive a message that the initial proposals have been changed. Please inform the manager of the changes which they can then see by logging back into the Compensation module.

1.4 REJECT SUBMISSIONS:

- After reviewing the proposals, if you disagree with a recommendation you can also reject the proposal to send it back to the initial manager (versus making the change yourself).
- To reject the proposal, select the check box next to the employee's name and click the "Reject" button.



• A mandatory comment box will appear. Detail the reason for the rejection and click "OK".



- You will see a "Rejected Successfully" comment at the top of your screen.
- A rejection notification will be sent back to the employee's manager notifying them to make a new proposal.
- The manager will receive an email notification with the comments detailing the reason for the rejection.
- The circle will disappear next to the employee's name.
- This will re-start the proposal process for the individual employee and will require the first level manager to enter a new proposal to be approved.

