

TECSYS ITEM TYPES

UDI Managed Items (Lot, Expiry, Serialized)

Typically High value items, supplies or implants that have a unique manufacture item identifiers for traceability: Lot, expiry date and/or serial numbers. Users will be prompted to enter the UDI information at the time of **putaway**. On hand inventory is updated through inventory movements or usage.

Tracked items

Tracked items are high dollar value items that require visibility for every instance of inventory as well as each movement that occurs and who the users were. These items will trigger the creation of a **unique internal barcode** at the time of **receiving**. If required, UDI information is captured at the time of **receiving** instead of putaway. Unique item information and details are tracked in "Tracking Log" resource. (ex: implants). These items (inventory) are maintained in Locations that are configured to be "Tracked Perpetual Locations).

Tissue items

Tissue *tracked* items, high dollar value items that require visibility for every instance of inventory, as well as each movement that occurs and who the users were. These items are configured with both the implant flag and tissue flag in Tecsys. These items will trigger the creation of a **unique internal barcode** at the time of **receiving**. If required, UDI information is captured at the time of **receiving** instead of putaway. Tissue requirements and details are tracked on the "**Tissue Tracking Log**" resource. These items (inventory) are maintained in Locations that are configured to be "Tracked Perpetual Locations)

Consignment

"Bill only" and "Bill and Replace" consignment items need to be part of a "Perpetual" inventory location in Tecsys. On hand inventory is updated through inventory movements or usage. Supply orders for "Bill and Replace" items are trigger through the "**Consignment Billing Requests**" Resource.

Bulk Supplies

Normal supplies and low value items. These don't require UDI information and are generally managed as Par inventory in a "Par" location. On hand inventory is updated through Supply Counts.

PAR LOCATIONS

The type of items in these locations are general supplies that don't require UDI data capture/management or any type of unique identifier. The inventory in these Par locations is incremented at putaway and decremented through Supply Counts.

An example of a Par locations: 2-Bin kanban locations.

PERPETUAL LOCATIONS

The type of items usually in these locations are chargeable items, implants, UDI managed items or consigned items that have a higher dollar value and require accurate on hand quantity for visibility. The inventory in these locations will be incremented at putaway and decremented through usage.

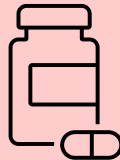
Some Perpetual Locations can be **Tracked Locations**: . **ALL** the items under these 'tracked' locations will be **tracked items** and will generate an internal unique Tracked Item Number/Label at the time of receiving. Consequently, receiving must occur in Tecsys (in addition to receiving in the ERP). The inventory in these locations will be incremented at putaway and decremented at usage. (All tracked items are defined at the location level).

Some examples of Perpetual locations: Kiosk Locations, Tray Locations, Tissue Locations.

PAR LOCATIONS

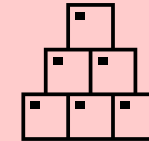
Regular Par

1. Typically Low-value items
2. Bulk Supplies
3. High volume items
4. "Grab-and-go" items



2-Bin Kanban Location

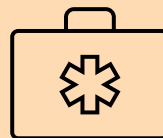
1. Typically Low-value items
2. Bulk Supplies
3. High volume items
4. Primary & Secondary bins per item



PERPETUAL LOCATIONS

Regular Perpetual

1. Trays
2. Consignment
3. Regular perpetual items (Non-UDI managed)
4. UDI managed items
 - a. Lot & expiry
 - b. Serialized
5. Implants



Tracked Location

1. Tissues (UDI managed)
2. Tracked implants (UDI managed)
3. Tracked supplies (UDI managed), possible but not common

Note: A unique tracked Item number/label is generated for each instance



Kiosk Location

1. UDI managed items
 - a. Lot & expiry
 - b. Serialized
2. Regular perpetual items (Non-UDI managed)
3. Chargeables

