School Cashbox

By using the 'Cashbox' module bookkeepers are able to track 'cash' refunds to staff and/or suppliers. This module will track the amount of cash on hand, as well as the GST paid, as well as, the categories being charged for the expenses.

The Cashbox module can also be used to track 'District' type purchases. A separate Tip Sheet details the steps to create a 'Petty Cash or GL' Cashbox.

To Create a School Cashbox

Step 1: Create a Cashfloat Category Umbrella

- 1. From Main Menu, My School Information group
- 2. Click Category (Chart of Accounts)
- 3. Select Category Umbrella Category Umbrellas tab. If a 'Cashfloat' category umbrella is not in the list, one will have to be created. The Umbrella Type should be 'Cashfloat'. If access to the Category Umbrella tab is denied, contact the District Office for further instructions on adding the new category umbrella.

Step 2: Create a Cash Advance Category

- 1. Select the **List View** tab
- 2. Click Insert Row icon
- 3. In the Category Name field, enter 'Cash Advance'
- 4. Press ENTER to the Category Number field
- 5. Enter a unique category number (i.e. 10)
- 6. Press TAB to the Category Umbrella field
- Select 'Cash Float (See Step One to create the category umbrella)
- 8. Press **ENTER** or click **Save** icon to save the category

Step 3: Initiate the Cashbox

- 1. From the Main Menu, Expense Activities group
- 2. Click Change Funds Cashbox
- 3. Click Cashbox Maintenance

4. Click Insert Row

5. Enter the Cashbox Name (i.e. Office Cashbox)

6. Press **ENTER** or click **Save** icon to save the Cashbox name

7. Click Main Menu

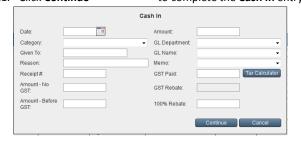
Step 4: Charge the Cashbox

- 1. From the Main Menu, Expense Activities group
- 2. Click Issue Checks Disbursements
- Issue the check in the name of the person responsible for the Cashbox
- 4. In the Re: field, enter "For deposit to the cashbox"
- 5. Select the Category created in Step Two (Cash Advance)
- 6. Once the check is cashed, return to the Cashbox screen
- 7. Select required cashbox
- 8. Click Open Selected Cashbox
- 9. Click Cash In



10. Enter the details in the Cash In dialog box

11. Click **Continue** to complete the **Cash In** entry



Note the following:

Date field should reflect "Today's Date"

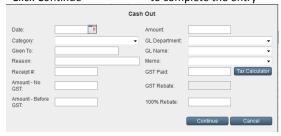
- Category field should reflect the category name created in Step Two
- Supplier's Name field should reflect the name of the person who cashed the check in Step Six (person responsible for the Cashbox)
- Reason field should reflect "Cash In transaction to open the Cashbox"
- Amount field should reflect the amount of the check that was issued in Step Six

To Use a School Cashbox

- 1. From the Main Menu Expense Activities group,
- 2. Click Change Funds Cashbox
- 3. Select Cash Out



- 4. Enter the details in the Cash Out dialog box
- 5. Click Continue to complete the entry



Note the following:

- Date should reflect the date of the transaction
- Select the appropriate Category that is to be charged for the expense
- Supplier's Name field should reflect the staff member or supplier who is being reimbursed
- Receipt # should reflect the number on the manual receipt (if one is used)
- Amount field should reflect the amount of the expense
- Select a Memo from the drop-down
- Enter the amount of GST Paid if applicable

The information area at the top of the Cashbox screen will indicate the Cashbox Name, Total Deposits that were made to the Cashbox, Total Draws (Expenses), Current Cashbox Balance.



When the Current Cashbox Balance is approaching \$0.00, the Cashbox is replenished by repeating Step Four

NOTE: When the school year comes to an end, any outstanding monies should be re-deposited to the **Cash Advance** category.

To Generate Cashbox Reports

- From the Main Menu, Expense Activities group;
- 2. Click Change Funds Cashbox
- 3. Click Cashbox Menu, select Print



- The Detailed Transaction Report will display all the transactions for every cashbox.
- The Summary Report will display total Deposits, Draws and Balances from every cashbox.

For further information on School Cash Accounting – Cashbox, please refer to the User Guide.