

Release 3.1 — scan to pick, and one pick list instead of three

This is the first release since the system went live in January that changes how a shift actually runs. **Read the first two sections before Monday**; the rest can be read when you meet them. Nothing here needs anybody to log out, and nothing changes on the handhelds you have already been issued.

Live from 06:00, Monday 13 April **Affects** Picking, goods-in, stock control **Training** Two sessions, both optional

One

Scan to pick. A pick is now confirmed by scanning the location and then the item, instead of by pressing confirm. The handheld will not let you confirm a pick you have not scanned, which is the point: the three most common mis-picks last quarter were all confirmations against the wrong line.

Scanning is not slower. In the trial on aisles 4 to 9 the average pick took **1.2 seconds longer** and the error rate fell from 1 in 340 to 1 in 2,900.

Two

The pick list is one list. Wholesale, retail and online picks now arrive in a single sequence ordered by location rather than as three lists ordered by customer. You walk the aisle once.

The list still shows which order each line belongs to, and a line can still be skipped and picked later. What has gone is the choice of which list to start.

Priority still works. An order marked urgent in the office moves to the front of the sequence within a minute, and the handheld says so rather than silently re-ordering under your hand.

Three

Cycle counting, weekly. Each aisle is counted once a week rather than everything twice a year. The handheld prompts for a count when you are already at the location, so it takes about four minutes a shift and there is no counting day.

Prompted	At the location, after a pick, never during a rush
Skippable	Twice; the third prompt has to be answered
Variance	Over 2% goes to Sam rather than being adjusted
Not counted	Aisles 1 and 2 while the racking work is on

Four

What has not changed. Goods-in, put-away, the label printers, the van manifests, and every report you already run. The shift plan is the same and so are the break times.

Logins, roles and the two-person rule on stock adjustments are all unchanged. If you could do something on Friday you can do it on Monday.

Six

What the office sees. Stock accuracy is now reported by aisle and by week rather than as one number twice a year, so a problem in one location shows up as a problem in one location.

The picking report shows lines per hour by shift, not by person. That was a decision, not an oversight: the number is there to find a bad location or a bad sequence, and it stops being useful the moment it is read as a ranking.

Nothing in the reports is new data — the same scans, grouped the way somebody would ask about them.

Five

If something goes wrong. The handheld keeps working with no signal and syncs when it finds one, so a dead spot in the far aisle is not a stopped pick. If a scan will not take, pick the line on paper and tell the supervisor at the end of the run rather than at the moment.

Two known issues are open: the count prompt can appear twice on the same location, and a very long item name is truncated on the 4-inch handhelds. **Both are fixed in 3.1.1, due 27 April.**

Training and rollout

8 April	Session one, 14:00, back office. Forty minutes, on the floor after.
10 April	Session two, 06:30, same content, for the early shift.
13 April	Live at 06:00. Sam and two of the Corvus team on the floor all day.
17 April	Review at the shift meeting. Anything still wrong is written down there.

Neither session is compulsory and neither is recorded. **If you would rather be shown on the floor, ask Sam** — that is how most of the January rollout was done and it worked better than the room.