# PIECEWORK does it pay? <br> When this landscape company began paying 

based on production not hours, management discovered a whole new world of good and evil

BY CHARLES SIMON

## FLEXIBLE WORK WEEK

Finish 40 billable hours in 40 hours


## GET A PAY BONUS

Finish 45 billable hours in 40 hours


## GO HOME EARLY EVERY DAY

Finish 40 billable hours in 35 hours


## TAKE FRIDAY AFTERNOON OFF

Finish 40 billable hours in 35 hours


Would you like to increase productivity by $30 \%$ ? Would you like your workers to make smarter decisions? How about controlling labor costs at the same time?

A piecework pay system may be the answer. Piecework pay is also called standard hour pay, incentive pay, variable pay, pay for results or pay for performance. Regardless of its name, though, it's based on work completed instead of actual hours worked.

A standard amount of time is set to complete a specific job, and the employee is paid that set time - even if the work is completed in less time. For example, auto repair shops might set the standard time for a brake job on an F-350 at 1.5 hours. If the mechanic completes the work in less time, he still gets 1.5 hours of pay. If it takes more time, the mechanic is paid the normal hourly rate for the time spent.

Using a piecework pay system for landscaping is straightforward. You charge a customer 50 minutes in labor to mow, trim and blow a property. You pay the workers 50 minutes even if they finish early. It's possible for a worker to complete 40 hours of billable time in 35 . The
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worker still gets 40 hours of pay even though he actually worked 35 .

The workers are happy because they get to go home early, but still get a full 40-hour paycheck. Employers are happy
because the work was completed efficiently without paying overtime.

## Real-world results

Here's what happened when we tried it:
It was our practice to send three-man


## Load a Mulch Mule and double production without adding a single person!


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would be fired if they were not as fast as the best crews. One driver believed we were trying to get more than a fair day's work and that we were just trying to speed up production.

## Bad feelings arise

Also, we learned that the competition between the crews was leading to bad feelings. This became clear when a crew had an equipment breakdown and a nearest crew didn't want to help because they were finished and wanted to go home. The workers were bound by piecework pay, and saw no reason to help.

Back in the office, the paperwork necessary to pay on a piecework basis was overwhelming. Getting payroll completed was consuming two full days each week.

## Take-homes from our experiences

Some of the gains in productivity we experienced came from workers doing more work, and some of the gain was the result of the management necessary to make such a plan work.
In the end, we kept the management and tossed the piecework plan. Perhaps you can learn from our mistakes to make piecework pay work for you. Here is what went wrong for $u s$, along with a solution suggestion to make it work for you.

1We didn't set goals. We had hoped to become more efficient and profitable by getting the crews to work faster, but we really didn't set specific goals.
Solution: Set your goals. If you just want to get rid of the laggards, it's a lot easier to dismiss them now than go through the trouble of a new payroll system. If you want efficiencies, set a specific goal that can be measured.
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So which is better, piecework or hourly? It depends on your business, including back office skills, the type of work you do, quality issues, safety issues and morale issues. But whatever you do, keep it simple - these systems can consume a lot of your time.

If you decide to make incentive pay work, it will, in one form or another. For
us, we decided to stick with GPS tracking reports, visiting sites for quality control and praising work well done. In this way, we have achieved better results than we did with a piecework pay system. $\mathbf{~ L m}$

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2Morale suffered. Sadly, we didn't know how strongly our workers felt about the change until after we ended the program. They claimed we had favorites and gave the best and fastest equipment to them. They also believed some of the routes were much more profitable than others and that we had favorites there, too.
Solution: Experiment with the piecework system without telling the workers. Run both payrolls, one hourly, the other a mock piecework payroll for at least three months. Be sure to get the piecework pay time even and fair for all types of properties and all seasons. Carefully balance the workloads among the crews. Your goal is to give each crew an equal chance to do well.

3Quality suffered. A customer called and asked why our crew was mowing at high speeds in the pouring rain. Our crews made bad decisions. They were so motivated to finish their routes each week that they mowed even during heavy rainstorms.
Solution: Do not rely on customer complaints for quality control. In the first few months after starting a piecework pay program, check the work at each and every property each week. It's necessary to achieve $100 \%$ quality control.

4Safety suffered. One worker drove the mower so quickly onto the trailer that he broke his leg when he pinned it against equipment stored by the hitch.
Solution: Establish a safety committee before starting a piecework program. Consider installing a passive GPS system in your trucks to control speeding and harsh braking.

5Shop work was left undone. Workers did not want to do shop work because they viewed it as an unpaid or poorly paid job.
Solution: Decide who will do the shop work up-front. Let the crews know exactly what is expected of them regarding shop work, including pay rates.

6T\&M projects suffered. We are often asked to remove dead shrubs, pick up storm debris, make small landscape repairs and do other projects. These are normally assigned to the crew that services the property. The crews did not want this time \& materials work because it took extra time.
Solution: Let the crews know up-front that T\&M work is expected. Everyone must know that you will not add extra time to T\&M work. It is just that, time and materials, and it is part of the job.
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Loss of control. Team leaders wanted to decide who was on their team, what properties were on their route, what
equipment they would use and when they wanted to work. It almost felt like we had a union.
Solution: Be up front, explaining that you are still very much in control. You will assign crews, equipment and routes. Let them know they will have to train new workers as well.

8Department of Labor Audit: We made a mistake on a form and ended up with a DOL audit. Fortunately, we kept the time clock and had time cards for everyone. However, when workers get variable pay each week, their overtime rate also varies. This was OK when workers had less than 40 hours for a week and their pay exceeded a formula calculated by DOL. But when they went over 40 hours in one week, their overtime rate is based on that week's pay.
Solution: Keep the time cards. Whenever there is overtime, calculate the correct rate for the week to avoid DOL fines. You must make sure their piecework pay exceeds their total pay if they earned hourly and overtime pay. Our payroll company refused to change the overtime rate each week, so be sure to check with your payroll team before starting piecework pay.

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