

# The Growing Demand for Flextime - and why employers can't afford not to offer it!

Brandon, Manitoba

April 11, 2018



- Industry trends & workplace culture
- Workforce Analysis
- ► What are you measuring? Costs...
- Menu of flextime options



### Industry Trends & Workplace Culture



#### **Market Comparison**





- Performance based bonus program
- PTO / self funded leaves
- Comprehensive benefits

-eader

Market

- Learning and growth opportunities
- Respectful, supportive work environment
- Indigenous reconciliation
- Diversity all people
- Rewarding and challenging work
- Pensions
- EE built employment contracts
- HSA's

- Base salaries
- Performance based merit increases
- Work life balance
- Match • Flexibility
  - Vacation and other leaves
- Advancement Market opportunities
  - Rewards & Recognition



### **Public Perception**



- Cutting edge
- Inspiring & cool
- High performance
- High tech
- Extravagant
- Waste of money
- Lollygagging
- The future



- The "good old" days
- Hard working
- Dedicated
- 9 to 5
- Command and control
- Unproductive
- Draconian
- Irrelevant

### Workplace culture

Every organization has its own culture - translates to "the word on the street"

- Physical "footprint"
- Virtual "the experience"
- If leaders don't set the thermostat, someone else will set it, and you probably won't like the temperature!



### Workplace Culture – Organizational Design

- Frame built to code = employment standards
- Insulation protection = policies
- Furnace engine = environment
- Plumbing intake/drain = remove waste
- Electrical power = communication
- Entrance welcome = "public perception" / attraction
- Living Room gathering place = retention
- Kitchen measurements of ingredients = measurement of results
- Den library = learning & development
- Patio outdoor = leaves
- □ Functioning house = safe, healthy, fun & productive
- Dysfunctional house = toxic behaviours & actions that pollute the environment



## Workforce Analysis



sea chulter and the littlery

### Workforce Analysis - Demographic Shifts

Boomers retire

Employers market - 10 applicants for 1 job

- All demographic groups combined will not even come close to replacing the boomers
- Employee Market 10 jobs for 1 applicant



### Scary Stat: - 6 out of 10 Canadians hate their job



Top talent moves on.....

"Steady Eddies" at risk......

Poor performers stay put!



#### Impact of unhappy workforce:

#### Maclean's article by Macqueen, Patriquin, Intini (2014) stated:

- workplace mental health issues are costing the Canadian economy an estimated 33 billion a year in lost productivity
- Nationally, 35 million work days are lost among 10 million workers

#### Health Canada reported:

- the annual cost of depression and distress is 14.4 billion; treatment at 6.3 billion; and lost productivity at 8.1 billion
- Estimated cost to employers: 22 billion a year

#### Forbes 2015 article by Michael Blanding reported:

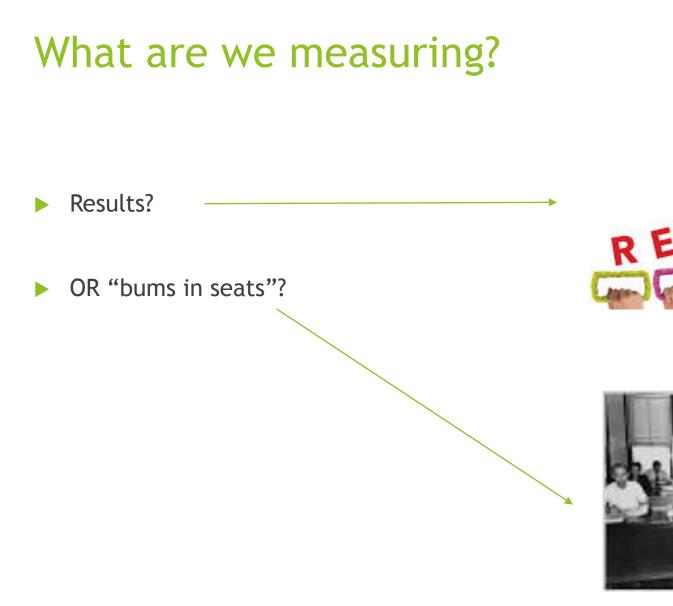
Workplace stress responsible for **190 billion** in annual U.S.health care costs

#### Dept. of Economics, University of Warwick

Unhappy employees cost American business over \$300 billion each year

### What are you measuring? Costs....





RESULT



Public Perception - Arm yourself with Facts!

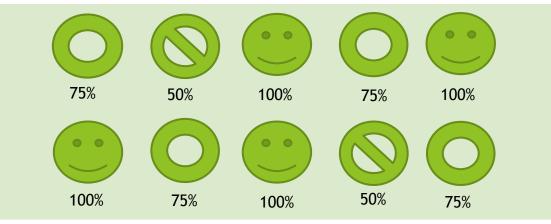
#### Measuring - Return on Investment

Salary Budget = 100% \$ Spent



#### Measuring - Return on Investment

Measurement = 80% of \$ Realized = 20% of Salary Unrealized



= employee functioning at 90 - 100%

- = employee functioning at 70 80%
- = employee functioning at less than 60%

Add up percentages & divide by # of employees

#### Measuring - What's your estimated return?

#### Salary Budget = 100% \$ Spent

- = # employees giving 90 100% \_\_\_\_\_ x average of 95% = \_\_\_\_\_
- = # employees giving 70 80% \_\_\_\_\_ x average of 75% = \_\_\_\_\_
- ) = # employees giving less than 60% \_\_\_\_\_ x average of 50% = \_\_\_\_\_

Total # ee's \_\_\_\_\_ Sum of above = \_\_\_\_\_ divide by #ee's = \_\_\_\_ % Realized

\_\_\_\_% realized - 100% = % salary dollars lost x average salary = \$\_\_\_\_\_ Unrealized

### Measuring - Calculating Dollars & Cents

Basic Formulas to Calculate Your Estimated Costs

▶ If turnover is at 10% and the industry average is 5%:

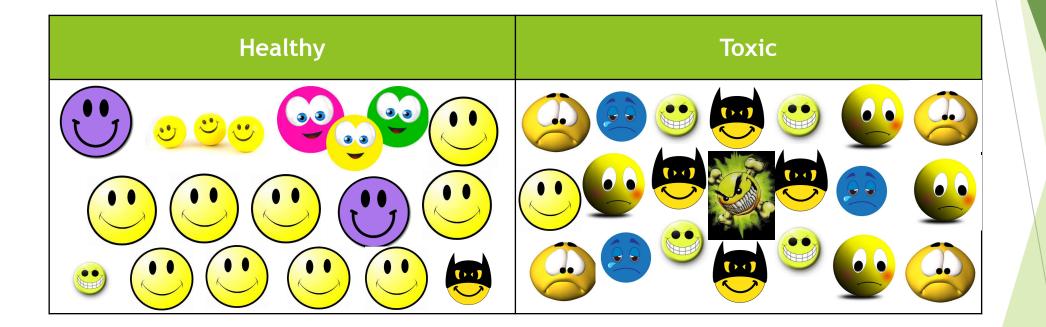
- Add Admin salary resignations = \$\_\_\_\_\_ per annum x 1.5 = \$\_\_\_\_\_;
- PLUS Add Professional salary resignations \$ \_\_\_\_\_x 2.5 = \$ \_\_\_\_\_;
- PLUS Add Management salary resignations \$ \_\_\_\_\_ x 3 = \$ \_\_\_\_\_.
- TOTAL salaries = \$ \_\_\_\_\_\_ @ 50% above industry average = \$ \_\_\_\_\_\_\_ total costs incurred above competitors.

### Measuring - Calculating Dollars & Cents

Basic Formulas to Calculate Your Estimated Costs

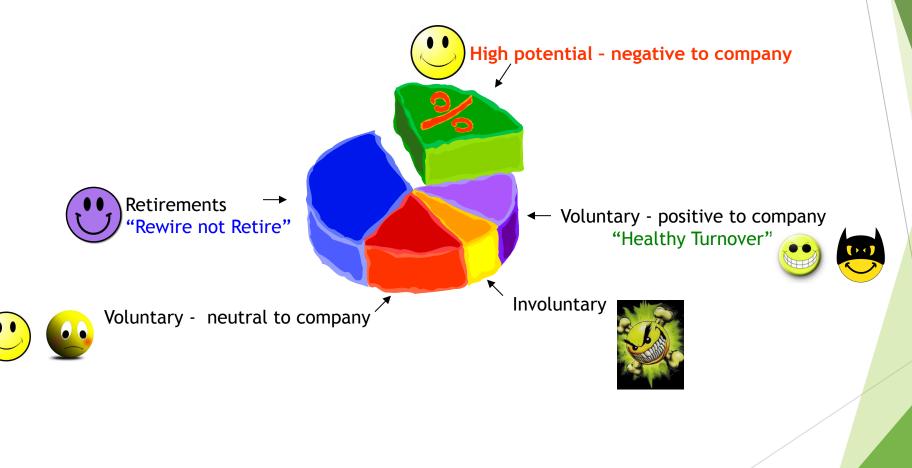
- Average number of sick leave days per employee \_\_\_\_ minus 3 days per employee (typical in high performing organizations) = \_\_\_\_ number of average sick leave days above high performing organization x average salary rate (total salary budget divided by number of employees) = \$\_\_\_\_ in excess costs incurred.
- "Jerk Factor": for each "jerk" you employ the cost is \$175,000 per year in lost productivity, problem resolutions, discussions, etc., plus their salaries!

#### Measuring - The Jerk Factor Impact in the Workplace



### Measuring - Turnover

- 95% of resources spent on 5% of problem employees that are never satisfied; or;
- 5% of resources spent on 95% of employees



### Menu of flextime options



### Flextime Options - tips & benefits

- TIP Be consistent across the organization
- TIP Work requirements must be met i.e. Money Market Trader markets open at 7am

bossible.

- TIP Key to retention / high value benefit for employees and low cost for employers
- BENEFIT: Drives a "fluid workforce" efficient cost & resource management
- BENEFIT: Reduces costs for both employer and employee
- BENEFIT: Widens the talent pool
- BENEFIT: Reduces "Presenteeism"



- Compressed work week(s)
- Banked time
- PTO
- Flexible hours
- Bonus week
- Remote / work from home
- Performance incentive bonus days (unionized)
- Flextime
- Job share
- Part time (0.9, 0.7, etc.)
- Self-funded leaves / leave without pay

### Compressed work week(s)



#### Examples: consistent number of hours worked

- Work 4 days versus 5 days in a week @ 40 hours weekly
- Work 9 days (versus 10) in a two week cycle @ 80 hours bi-weekly
- Work 19 days in four week cycle @ 160 hours in 4 weeks
- Year-round or during designated months

- Extended service hours for organizations
- Work-life balance for employees

### **Banked Time**



#### Examples:

- Organization requires overtime to complete project or initiative
- Employees bank time @ time & half
- Establish a "cap" on number of banked days to manage

- Reduced salary costs
- Effective resource management
- Flexibility for employees

### PTO - Paid Time off



#### Example:

- Consolidate all leave banks (sick leave in or out)
- One "bucket" of time
- Employee manages

- Reduced administration
- Employee ownership & accountability
- "fair" distribution of work load and time off

### **Flexible Hours**



#### Examples:

- Organization sets core office hours (i.e. 10am to 2pm all staff in office)
- Employees schedule start time (i.e. 7am to 3pm or 10am to 6pm)

- Extended service hours for organization
- Flexibility for employees to manage personal commitments

### **Bonus Week**



#### Example:

- Summer months are very busy for the organization
- Winter months quiet
- Offer incentive for employees to take vacation in winter by offering a bonus week of vacation

#### Benefits:

Reduces need for summer or temporary staff and reduces staffing costs for the organization

### Remote / Work from Home



#### Examples:

- Employee works at home or in a remote location (vacation destination)
- Scheduled (1 day a week / 1 day a month) or unscheduled (snow storm / childcare)

- Maintain productivity manage work requirements
- Employee flexibility

### Performance Incentive - bonus days (Unionized or non-union) environments

Examples (1 time bonus on an annual basis):

- Level 6 performance rating = 3 PTO days
- Level 5 performance rating = 2 PTO days
- Level 4 performance rating = 1 PTO day
- Levels 1 to 3 performance rating = 0 PTO days



- Incentive in unionized environment to drive higher performance standards
- Non-cash incentive to drive performance

### Flextime



#### Examples:

- Organization requires extra effort on occasions, employee contributes
- Employee requires time off during the day to attend to personal matters, organization contributes

- ▶ Win / win
- ► Give more, you get more

### Job Share



#### Examples:

- Two employees share one full time job
- ▶ Employees figure out schedule: half and half, <sup>3</sup>⁄<sub>4</sub> to <sup>1</sup>⁄<sub>4</sub>, etc.

- Employees can cover each other off for vacation time, sick time, etc.
- No loss of productivity

### Part Time



#### Examples:

- Employee works 0.9, 0.75, 0.50, etc.
- Permanent schedule or only during slow calendar months

- Flexibility for employees
- Reduces salary and benefit costs

### Self Funded Leaves / Leave without pay



#### Examples:

- Employee contributes salary into a self-funded leave program to take a "sabbatical"
- Employee takes approved leave without pay

- Flexibility for employees to take extended travel, go back to school, etc
- Reduces salary and benefit costs

### Tips to Remember:

- Employees are the 'boss' of the union;
- Flextime is at the request of employees;
- Don't negotiate flextime options into the Collective Agreement, have a policy or simple guidelines as these work arrangements also need to stay flexible!
- Clearly communicate the policy or guiding principles with all employees. Keep it simple, outline concepts not actual arrangements.

Guiding principals:

- Employee performance standards must be met to participate in flextime;
- Job requirements must be met at all times and can not put the employer at risk;
- The employer maintains the right and sole authority to change or alter flextime options at any time, but give employees appropriate notice.



- Where there is a will, there is a way;
- Let employees figure it out;
- Be creative;
- Do the right things, for the right reasons;
- There are a million combinations!

### **Questions / Discussion**

