

INTEGRATE PAYROLL/HRIS SERVICES WITH YOUR CALIFORNIACHOICE BENEFITS!

We're all about keeping things simple; this couldn't apply more to our payroll and benefit administration solution. CaliforniaChoice® Payroll Services powered by Heartland Payroll Solutions, Inc.

What does HRIS mean? A Human Resources Information System (HRIS) is a software or online solution that is used for data entry, data tracking and the data information requirements of an organization's human resources (HR) management, payroll and bookkeeping operations.



General Ledger

Integrates with bookkeeping software (Quickbooks) or accountants

401(k)

Integrates with financial institution

Worker's Comp

Integrates with pay-as-you-go vendor

1. PAYROLL/HRIS: Integrated, *customizable* and compliant HR solution.

- Personal implementation specialist uploads client payroll data.
- Ongoing training for the HR product.
 - Budget friendly: Competitive pricing with a three-year price lock.
 - Employer & employee self-service portal.
 - Standard & custom payroll reporting.

2. 401(K) INTEGRATION: Reporting to manage the electronic transfer of funds and contribution reporting for select 401(k) providers.

- Secure online platform to submit client and employee 401(k) information to your plan administrator.
- Powerful reporting includes both standard and custom reporting capabilities.

3. GENERAL LEDGER REPORTING: Utility that generates balanced GL entries compatible with your accounting software.

- Ensures all payroll codes are mapped correctly to your general ledger chart of accounts.
- Balanced entry verification confirms GL entries are balanced.
- Alerts when new payroll codes are added.

4. WORKERS' COMPENSATION INTEGRATION: Solution offers both no deposit / no down payment like traditional Workers' Comp.

- ACH Debit – Premium calculated on actual payroll.
- No monthly or quarterly audit reports to complete.

Contact your sales representative today at 866.644.6670



CaliforniaChoice®
Your Health. Your Choice.®

Heartland

calchoice.com