

Loyalty Rewards, Built Into Checkout

Reward repeat customers without extra spreadsheets or manual calculations. PLNTRK connects loyalty directly to the customer profile and POS checkout.

THE SIMPLE FLOW

Configure the program > Attach a customer > Earn on paid sales > Redeem at checkout

How it works

1

Configure your rewards

Choose the program name, points earned per eligible dollar, dollar value of each point, minimum redemption, and an optional per-order redemption cap.

2

Attach the customer to the sale

Loyalty belongs to the customer profile. When a customer is attached to the order, PLNTRK shows the available point balance and the minimum required to redeem.

3

Points are earned when the sale is paid

PLNTRK calculates earned points from the eligible purchase amount. You can choose whether points are earned after discounts and loyalty redemptions, and whether tax is included.

4

Redeem points right at checkout

Staff enters the number of points to use. PLNTRK converts them into a dollar discount and automatically respects the customer balance, minimum redemption, optional cap, and remaining order value.

Program controls

Points per dollar	Earning rate
Dollar value per point	Redemption value
Minimum points	Redemption threshold
Max points / order	Optional cap
Earn after discounts	On / Off
Earn on tax	On / Off

Easy example

1 point per \$1

\$0.01 per point

100 point minimum

With these settings, 100 points is worth \$1.00 at checkout. A customer with 500 points could redeem up to \$5.00, subject to the order total and any per-order cap you set.

What happens at the register

POS	Shows the customer point balance and minimum redemption.
Apply	Staff enters points and PLNTRK calculates the loyalty discount.
Pay	Points are finalized only after the order is successfully paid.
Receipt	Shows loyalty discount used and points earned on the completed

Tracked automatically

After payment, PLNTRK updates the customer balance and records earned and redeemed points in the loyalty ledger for that order.