

# **Uniform Stores Glossary**

# **3rd Party Freight Account**

A shipping account provided by the customer or organization that is used in place of Uniform Stores' default shipping provider. Charges are billed directly to the customer's carrier account.

#### **Admin Portal**

A secure backend interface where administrators can manage store settings, approve requests, and manage employee access.

#### Allocation

A pre-defined dollar amount or number of items granted to an employee to use toward uniform purchases, funded by the organization.

## **Approval Queue**

A feature that allows designated approvers to review and approve or reject employee accounts before they are able to access the Uniform Store.

## **Calculated Shipping**

Shipping cost that is determined dynamically based on carrier rates, weight, and destination of the order.

## Collection

A curated group of products shown to a specific group of users (e.g., by department or location) to ensure they only see items relevant to their position.

## **Company Pay**

A payment method where the organization covers the cost of approved items, often using vouchers.

#### **Department**

A user classification used to segment employees into groups based on their job function or work unit, which can control what products they see or what allocations they are eligible for.

#### **Email Domain**

A security filter that restricts self-registration to users with specific email addresses (e.g., @hospital.org).

## **Employee Pay**

A payment method where the employee is responsible for purchasing items out of pocket via credit card at checkout.



## **Employment Type**

A category used to further segment users by role, such as full-time, part-time, PRN, etc., and is often used to manage allocation eligibility.

## Flat-rate Shipping

A shipping method where a fixed shipping fee is charged regardless of order size, weight, or destination.

## Free Shipping

A shipping option where the cost is waived for the user, but still billed to the organization.

#### Invitation

An email that is sent to users granting access to the store and prompting them to register their account.

#### Location

A specific place where employees work, such as a clinic, department, or facility. Locations help organize users and make sure the right uniforms are made available and billed to the correct places. Locations can also be used as a classification to determine which allocation employees are eligible for.

## One Time Allocation

A non-renewable voucher given to one or multiple users for a single use, often as a special incentive or recognition. Can be assigned as either a dollar amount or set allotment and its use can also be restricted to specific departments (i.e scrubwear, outerwear, polos, etc...)

#### One Time Reward

A non-renewable voucher or credit given to a user for a single use, often as a special incentive or recognition.

## Organization

The business, company, or entity for which the store is configured.

## Personalization

Optional embroidered customization added to a product, such as name or department text.

## **Self Registration**

A feature that allows users to create their own account using a unique store URL, bypassing the need to manually upload users.

## Sew-Out



A sample embroidery run used to confirm logo appearance, sizing, and thread color before approval for production.

#### **Set Allotment**

A uniform benefit structured around a specific quantity of garments (e.g., 2 tops, 2 pants) rather than a dollar value.

#### Store URL

A unique web address that provides access to the organization's specific online uniform store.

## **Stripe**

The secure payment processor used by Uniform Stores to handle all credit card transactions and payouts.

# Suggested Retail Price (SRP)

The manufacturer's or supplier's recommended sale price for an item, used as a baseline before applying custom pricing or markups.

## **Tax Exempt**

A status applied to orders where sales tax is not charged due to valid exemption documentation from the purchasing organization.