

VINTNERS ADVANTAGE

Winery Management Software



Bottling

The Bottling and Production Planning software capabilities are extremely comprehensive and in use at wineries and contract bottling organizations. The Bottling Module is fully integrated with the Winery Operations and Casegood Sales and Distribution Module, allowing product to be moved from tanks to finished product in any designated warehouse.

Features include:

- Materials Planning
- Master Scheduling on multiple bottling lines
- Unlimited Warehouses & Companies
- Multi-Level Bills of Material for Shiners, Tirage and Finished Product Bottling
- Purchasing
- Inventory Control
- Lot Tracking
- Physical Inventory
- Product Specifications
- Bioterrorism Act Compliant
- Standard, Moving Average, & Last Purchase Price
- TTB and Excise Tax Compliance
- 5120/702 Reporting

Production Actual Issues

- Finished Goods Inventory Update
- Relief of Actual Issues of Component Inventory
- Wastage Issues
- Product Substitutions
- Production Variance Costing
- Components may be issued from multiple warehouses

Bills of Materials

- Multi Level Bills of Materials
- Non Stocked Components
- Product Costing for Standard, Moving Average, and Last Paid Cost
- Reject Percentages on Components
- Change Control

Master Scheduling

- Stored Schedules and Master Schedule on multiple bottling lines
- Scheduling alerts for Inventory outages or delivery delays
- Component Requirements
- Suggested Order Reports
- Job Tickets
- Purchasing Interface for On-Order Visibility
- Component Lead times

Inventory Control

- Unlimited Real or Virtual Warehouses
- Vendor and Manufacturer Part Numbers
- Substitute Part Numbers
- Where Used Component Inquiry
- Inventory in Bottles, Cases, Liters, 9 Liter Case Equivalents and Wine Gallons
- BOM allows for any number of bottles per case
- Lead time, Safety Stock, Economic Order Quantities available in Purchasing and Suggested Order Reports

Product Specifications

- Product specifications printed on Job Ticket
- User defined specifications store by product