

## How many punches will my timeclock hold? What is the maximum number of punches for my clock?

Internal User - 2017-04-10 - [Time Clocks](#)

All our clocks have a limitation on how many punches they can hold before refusing to take more punches. When the clocks get filled up they will tell the user they are full. Here are the limitations and the math to help you help your customers determine the best clocks and download procedures.

WaspBio Clock B1000

With default settings allows 15,000 fingerprints

Approximately 50,000 punches

Wasp Clocks Wx100 (1100, 2100, 3100)

Approximately 8,200 punches

Job Clock J2000

Approximately 500,000 punches

We recommend that the clocks get downloaded every day. If they are downloaded every day very few organizations will have any problems with the number of punches the clock can hold however some organizations do not have the ability to download every day if the clocks are remote.

First calculate how many punches they will put on a clock every day:

$(\# \text{ Employees}) \times (\# \text{ Punches each day per employee}) = \# \text{ punches on the clock each day}$

If they do not know # of punches a day per employee ask if they are in and out only or if they are punching out for meals or breaks and are they punching out for smoke breaks. If it is in and out only they can use 2 punches a day if it is meals and breaks I would use 10 punches a day. Use the worst case scenario.

Then calculate how many days until the clock is full:

$\# \text{ punches allowed for the clock} / \# \text{ punches on the clock each day} = \# \text{ of days until the clock is full}$

Examples:

100 employees X 2 punches a day = 200 punches

300 employees X 10 punches a day = 3000 punches

WaspBio

$50000 / 200 = 250 \text{ days}$

$50000 / 3000 = 16 \text{ days}$

Wasp Clock Wx100

$8200 / 200 = 41 \text{ days}$

$8200 / 3000 = 2.7 \text{ days}$

Job Clock

$500000 / 200 = 2500$  days

$500000 / 3000 = 166$  days

Buying more than one clock helps reduce the risk of filling up a clock.