Staff Scheduling

Example 3: Personnel scheduling for an Amusement Park.

For emplo	vees working five consecu	tive days with the	wo da	ays off, f	ind the s	chedule	that mee	ets dema	and		
from atten	dance levels while minimiz	ing payroll cost	s.								
Sch.	Days off	Employees		Sun	Mon	Tue	Wed	Thu	Fri	Sat	
Α	Sunday, Monday	4		0	0	1	1	1	1	1	
В	Monday, Tuesday	4		1	0	0	1	1	1	1	
C	Tuesday, Wed.	4		1	1	0	0	1	1	1	
D	Wed., Thursday	6		1	1	1	0	0	1	1	
E	Thursday, Friday	0		1	1	1	1	1	0	1	
F	Friday, Saturday	4		0	1	1	1	1	1	0	
0	Saluruay, Suriuay			0	1	I	1		I	0	
	Schedule Totals:	32		24	24	24	22	20	22	28	
Total Demand:				22	17	13	14	15	18	24	
	Pay/Employee/Day:	\$40									
	Payroll/Week:	\$1,280									
	Color Coding										
Target cell											
						Chan	aina cella				
						Chan	ging cene	5			
						Const	traints				
								-			
The goal f this examp each day, off.	or this model is to schedule ole, all employees are paid you also minimize costs. I	e employees so at the same rat Each employee	that te, sc work	you hav by min ks five co	e sufficie imizing tl onsecutiv	ent staff ne numb ve days,	at the lov per of em followed	west cos ployees by two	st. In workir days	ıg	
Problem	Specifications										
Target cel	II D20		Goal is to minimize payroll cost.								
Changing	anging cells D7:D13		Employees on each schedule.								
Constraints D7:D13>=0)	Number of employees must be greater than or equal to 0.								
	D7:D13=Int	D7:D13=Integer		Number of employees must be an integer.							
	F15:L15>=	F15:L15>=F17:L17		Employees working each day must be greater than or equal to the demand.							
Possible schedules Rows 7-13			1 m	1 means employee on that schedule works that day.							
In this exa employees dialog box	mple, you use an integer c s on each schedule. Selec before you click Solve wil	onstraint so tha ting the Assur I greatly speed	at you ne lin up th	ur solutio lear mo le solutio	ons do no del chec on proce	ot result k box in ss.	in fractio the Solv	nal num rer Optio	bers of ons	F	