

Customer Loyalty Points Scheme Options

Below is a list of all options that are available for the customer loyalty points, please have a read of through all the options (only some options will apply to you) and have a look at the below example which we find is the most common.

Example

I would suggest the following:

Points-Per-Pound

PointValue set as 10p

PointsPer set as 1 point per pound spent (£10 spent = 10 points = £1 value)

SignupPoints keep the default amount of 2 points.

MinPointsToRedeem set to 3 or 4 points

Loyalty Scheme Options

UAC_PointSystem

(The system is able to have a loyalty scheme for either points-per-pound, or points-per-order)

Default: points-per-pound spent

UAC_PointValue

(Value per point in pence)

Default: each point will have a value of 10p

UAC_PointsPer

(Points-per-pound / points-per-order)

Default: 1 point per pound spent (£10 spent=10 points=£1 value)

UAC_SignupPoints

(Free points when the customer registers)

Default: 2 points for new user signups (2 points=£2) *signup points can not be used on the first order assuming UAC_MinPointsToRedeem is set to higher than UAC_SignupPoints*

UAC_MinPointsToRedeem

(Minimum amount of points required by the customer before the redeem option becomes available)

Default: The customer must have 3 points before they can redeem them

UAC_MaxPointsToRedeem

(Maximum amount of points a customer can redeem in a single order)

Default value of £10 (10points)

UAC_MaxPointsToReceive

(The cut-off point for points collecting during a single order (only available when using Points-Per-Pound))

No minimum - recommended setting as it encourages parties and larger orders

UAC_RedeemAvailableAbove

(The minimum the order amount must equal before the redeem option becomes available)

UAC_NoPointsOnStarItems

(Can exclude certain "star" items from the point calculation - the items to be excluded are configured from within InTouch)

UAC_NoPointsOnPromoOrders

If enabled it will not give points when a promo code is used

Revision #1

Created Fri, Aug 12, 2022 10:20 AM by [Alec](#)

Updated Fri, Aug 12, 2022 10:25 AM by [Alec](#)