

Uniwell

HOSPITALITY SYSTEMS

ORDERMAN® *Don*



next 

www.uniwell.co.uk

ORDERMAN[®] *Don*

ORDERMAN is a unique hand held ordering system designed specifically for the hospitality industry. With over 10,000 installations throughout Europe, **ORDERMAN** is a tried and tested solution.



- Improve service
- Grow your business
- Increase efficiency
- Increase profits
- Speeds up service
- Increases efficiency of staff
- Promotes up-selling
- Increases customer interaction
- No more illegible orders
- Increased table turn
- Accurate bills – no missed items
- Simple to use – reduced staff training



ORDERMAN[®] Don



Taking the order

The customer's order is taken at the table using the ORDERMAN Don. The waiter is prompted to enter the appropriate cooking instructions and side orders. The order can be reviewed and amended before it is sent.

Sending the order

The order is sent only when it has been confirmed by the waiter. The food and drink is sent to the appropriate kitchen and bar printers; the customer's bill held on the POS terminal is also updated.

Printing the order

The printed order docket records important information such as the waiter's name, time of order, table, seat number and covers as well as the ordered items and cooking instructions. If the printer should fail, the order is automatically redirected to a backup printer.

Delivering the order

Now the meal is ready and runners take the order to the table. During this time the waiter has not moved from the service area, continuing to serve additional customers.

Paying the bill

When the customer has finished their meal and asks for the bill, the waiter can print the bill via the ORDERMAN Don. Payment for the bill is taken at the POS terminal pay station. Alternatively, you may wish to adopt a pouch system whereby the bill is finalized on the ORDERMAN Don at the table.



ORDERMAN[®] Don



*The **ORDERMAN Don** has been designed to work with Uniwell's range of screen based and touch screen POS terminals, they can be easily added to existing systems.*



