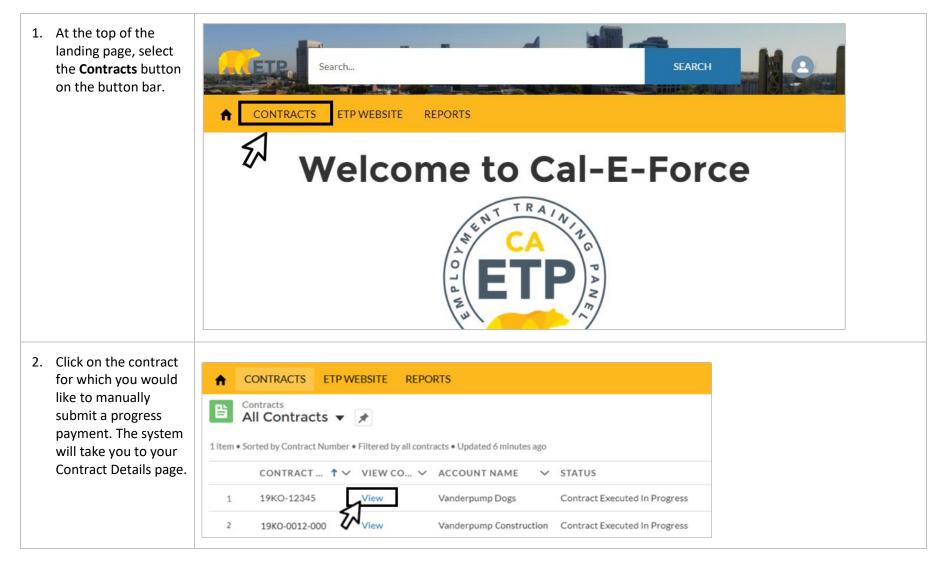
## **ETP CAL-E-FORCE REFERENCE GUIDE – DELETING A DRAFT INVOICE**

*It is not necessary to delete a draft invoice*. The next time the user creates an invoice of the same invoice type, the invoice will simply pick up where the draft last left off. At this point, the user will be able to edit the invoice. However, if you wish to delete a draft invoice, please use the following directions:



3.	Select the <b>Create</b> <b>Invoice</b> button on the button bar at the top of the Contract Details page.	ENROLL TR/	AINEES UPLOAE	DTRAINEES A	DD HOURS UPLO		REATE INVOICE	REQUEST REVISION	
4.	Choose the invoice type of your draft invoice from the invoice types and click <b>Next</b> .	Choos	se Invoic	e Type	) Progress Final Close - Out	Upload	Payments	Vext	
5.	The invoice will pick up where you last left off in your draft. Select one or more trainees. Click the <b>Next</b> button at the bottom of the page.	Tom Katie Scheana Previous	Sandoval Sandoval Shay Back to Contra	7905 7906 7902	40 18.25 40	2 2 2		✓ □ Save	Next

## **ETP CAL-E-FORCE REFERENCE GUIDE – DELETING A DRAFT INVOICE**

6.	If deleting a <b>final</b> invoice, you must enter <i>wage</i> and <i>retention dates</i> that meets the minimum requirements before clicking the Next button (Since the invoice won't be submitted, the data does not need to be		16.25 2 □ 15 1 <b>√</b> act	Jul 1, 2019	Sep 30, 201!       \$0.00       \$0.00         Oct 14, 201!       \$50.00       \$0.00         Save       Next
7.	accurate). The system will provide you with a summary of the added payments. Click the <b>Discard</b> <b>Invoice</b> button.	Vanderpump D Invoice Date Contract Number 19KO-12345	ogs - 111		Total Amount Requested \$540.00
		PAYMENT TYPE	JOB NUMBER	NUMBER OF TRAINEES	TOTAL
		P1	2	1	\$180.00
		P2 Invoice Notes Previous Back to Contra	2	1	\$360.00 Submit

## **ETP CAL-E-FORCE REFERENCE GUIDE – DELETING A DRAFT INVOICE**

8. When asked if you are sure you want to delete the invoice, click <b>Continue</b> .	Are you sure you want to discard this invoice?
	Continue Cancel