

SF113-A FORMAT

MONTHLY REPORT OF FEDERAL CIVILIAN EMPLOYMENT

DEPARTMENT OR AGENCY: DEPARTMENT OF DEFENSE

OTHER ORGANIZATION UNIT: DEFENSE COMMISSARY AGENCY

EMPLOYMENT AS OF: 11/30/96

PAYROLL AND TURNOVER FROM: 11/01/96 TO 11/30/96

EMPLOYMENT, PAYROLL, TURNOVER, AND CEILING DATA	ALL AREAS	OVERSEAS		UNITED STATES	
		TERRITORIES OF THE U.S.	FOREIGN COUNTRIES	WASH D.C. METRO AREA	OUTSIDE WASH D.C. METRO AREA
SECTION I-CURRENT STATUS					
1. GRAND TOTAL EMPLOYMENT	17,888	310	2,723	764	14,091
2. TOTAL IN PERMANENT POSITIONS	17,133	295	2,654	745	13,439
3. FULL-TIME	11,187	219	1,944	467	8,557
4. FULL-TIME IN PERMANENT POSITIONS	10,971	215	1,895	461	8,400
5. FULL-TIME WITH PERMANENT APPOINTMENTS	9,652	203	624	443	8,382
6. PART-TIME	6,123	91	779	276	4,977
7. PART-TIME WITH PERMANENT APPOINTMENTS	4,688	84	48	236	4,320
8. INTERMITTENT	578	0	0	21	557
9. COMPETITIVE SERVICE	15,552	300	809	739	13,704
10. WITH PERMANENT APPOINTMENTS	14,239	277	486	674	12,802
11. EXCEPTED SERVICE	2,336	10	1,914	25	387
12. WITH PERMANENT APPOINTMENTS	593	10	186	24	373
13. WAGE SYSTEMS	6,765	166	1,005	329	5,265
14. U.S. CITIZENS	17,185	310	2,021	764	14,090
15. NONCITIZENS	703	0	702	0	1
16. TOTAL INTERMITTENTS NOT WORKING	27	0	27	0	0
SECTION II-PAYROLL(IN THOUSANDS OF DOLLARS)					
17. WAGES AND SALARIES EARNED-TOTAL (EST.)	42,436	569	8,517	1,646	31,704
18. LUMP SUM PAYMENTS (EST.)	120	2	24	5	89
SECTION III-TURNOVER					
19. TOTAL ACCESSIONS	385	1	55	8	321
20. TRANSFERS	22	0	0	0	22
21. TOTAL NEW HIRES	343	1	48	7	287
22. ACCESSIONS TO THE COMPETITIVE SERVICE	327	1	7	8	311
23. NEW HIRES TO COMPETITIVE SERVICE	292	1	5	7	279
24. U.S. CITIZENS	384	1	54	8	321
25. TOTAL SEPARATIONS	349	7	97	10	235
26. TRANSFERS	37	1	17	0	19
27. QUILTS	127	0	43	7	77
28. U.S. CITIZENS	344	7	92	10	235
SECTION IV-DATA EXCLUDING SPECIAL EMPLOYMENT CATEGORIES					
29. TOTAL EMPLOYMENT	17,880	310	2,722	764	14,084
30. FULL-TIME WITH PERMANENT APPOINTMENTS	9,650	203	623	443	8,381
31. TOTAL PAYROLL (EST.)	42,551	571	8,540	1,651	31,789
INDIRECT HIRES	1,266	0	1,266	0	0