

SALARY TABLE 2020-HI (LEO)
INCLUDING SPECIAL BASE RATES AT GS-3 THROUGH GS-10 AND
INCORPORATING THE 2.6% GENERAL SCHEDULE INCREASE AND A LOCALITY PAYMENT OF 19.56%
STATE OF HAWAII
TOTAL INCREASE: 3.10%
EFFECTIVE JANUARY 2020

Annual Rates by Grade and Step

Grade	Step 1	Step 2	Step 3	Step 4	Step 5	Step 6	Step 7	Step 8	Step 9	Step 10
1	\$ 23,366	\$ 24,149	\$ 24,926	\$ 25,698	\$ 26,475	\$ 26,930	\$ 27,697	\$ 28,472	\$ 28,503	\$ 29,230
2	26,272	26,897	27,768	28,503	28,824	29,671	30,519	31,367	32,214	33,062
3	34,397	35,353	36,308	37,263	38,219	39,174	40,129	41,084	42,040	42,995
4	38,614	39,687	40,759	41,832	42,904	43,977	45,049	46,121	47,194	48,266
5	44,406	45,606	46,807	48,007	49,207	50,408	51,608	52,808	54,009	55,209
6	46,822	48,160	49,498	50,836	52,174	53,511	54,849	56,187	57,525	58,863
7	50,542	52,028	53,514	55,000	56,486	57,972	59,458	60,945	62,431	63,917
8	52,683	54,329	55,976	57,622	59,268	60,915	62,561	64,207	65,854	67,500
9	56,370	58,189	60,007	61,826	63,644	65,463	67,281	69,100	70,918	72,737
10	62,077	64,079	66,082	68,085	70,087	72,090	74,093	76,095	78,098	80,100
11	66,002	68,202	70,402	72,602	74,802	77,001	79,201	81,401	83,601	85,801
12	79,109	81,747	84,384	87,022	89,659	92,297	94,934	97,572	100,209	102,847
13	94,071	97,207	100,343	103,479	106,615	109,751	112,887	116,023	119,159	122,296
14	111,163	114,868	118,574	122,279	125,984	129,689	133,394	137,099	140,805	144,510
15	130,758	135,117	139,476	143,835	148,195	152,554	156,913	161,272	165,631	169,990

NOTE: Locality rates for “law enforcement officers” (LEOs) (as defined in 5 U.S.C. 5541(3) and 5 CFR 550.103) are computed using special base rates for LEOs at grades 3 through 10, as authorized by section 403 of the Federal Employees Pay Comparability Act of 1990, as amended. The LEO annual locality rates at other grades match the rates for other (non-LEO) employees.

Applicable locations are shown on the 2020 Locality Pay Area Definitions page:

<https://www.opm.gov/policy-data-oversight/pay-leave/salaries-wages/2020/locality-pay-area-definitions/>