

SALARY TABLE 2016-AK (LEO)
INCLUDING SPECIAL BASE RATES AT GS-3 THROUGH GS-10 AND
INCORPORATING THE 1% GENERAL SCHEDULE INCREASE AND A LOCALITY PAYMENT OF 25.16%
STATE OF ALASKA
TOTAL INCREASE: 1.38%
EFFECTIVE JANUARY 2016

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	\$ 22,958	\$ 23,725	\$ 24,489	\$ 25,249	\$ 26,012	\$ 26,459	\$ 27,214	\$ 27,975	\$ 28,005	\$ 28,713
2	25,812	26,426	27,281	28,005	28,322	29,156	29,990	30,823	31,657	32,490
3	33,796	34,734	35,673	36,612	37,551	38,489	39,428	40,367	41,305	42,244
4	37,940	38,994	40,047	41,101	42,155	43,209	44,263	45,317	46,371	47,424
5	43,626	44,805	45,984	47,163	48,342	49,521	50,700	51,879	53,058	54,237
6	46,001	47,315	48,630	49,944	51,258	52,572	53,886	55,201	56,515	57,829
7	49,660	51,120	52,581	54,042	55,502	56,963	58,423	59,884	61,345	62,805
8	51,760	53,377	54,994	56,611	58,228	59,845	61,462	63,079	64,696	66,314
9	55,383	57,169	58,955	60,741	62,527	64,313	66,099	67,886	69,672	71,458
10	60,990	62,958	64,925	66,893	68,861	70,828	72,796	74,763	76,731	78,698
11	64,847	67,008	69,170	71,331	73,493	75,654	77,816	79,977	82,139	84,300
12	77,726	80,316	82,907	85,498	88,089	90,680	93,270	95,861	98,452	101,043
13	92,426	95,507	98,589	101,670	104,751	107,833	110,914	113,996	117,077	120,159
14	109,218	112,859	116,500	120,141	123,782	127,423	131,064	134,705	138,346	141,987
15	128,472	132,755	137,038	141,321	145,604	149,887	154,170	158,453	160,300 *	160,300 *

* Rate limited to the rate for level IV of the Executive Schedule (5 U.S.C. 5304 (g)(1)).

NOTE: Locality pay rates for law enforcement officers (LEOs) at grades 03 through 10 are computed using special base pay rates for LEOs (as defined in 5 U.S.C. 5541 (3) and 5 CFR 550.103) authorized by section 403 of the Federal Employees Pay Comparability Act of 1990, as amended.

Applicable locations are shown on the 2016 Locality Pay Area Definitions page: <http://www.opm.gov/policy-data-oversight/pay-leave/salaries-wages/2016/locality-pay-area-definitions/>