

CITY OF ANDERSON POLICE DEPARTMENT

Anderson, South Carolina

DIRECTIVE TYPE General Order	EFFECTIVE DATE March 20, 2006	NUMBER 702
SUBJECT Salary Augmentation		
REVISED		
REFERENCE SCLEA 7.1.1	AMENDS/SUPERSEDES All Others	
DISTRIBUTION All Personnel	RE-EVALUATION DATE Annual	NO. PAGES 2

A. Purpose:

To explain the purpose of salary augmentation and its application within the City of Anderson Police Department.

B. Policy:

In addition to providing opportunities for overtime to its employees, the City of Anderson Police Department may augment its members' salaries for reasons that serve the department's best interest.

C. Salary Augmentation:

1. The provision of salary augmentation for law enforcement personnel is contingent upon the availability and appropriation of funds in the budget, as follows:
 - a. Longevity Service Bonus
 1. Personnel of the City of Anderson Incorporated who have completed certain milestones with respect to longevity will be awarded a lump sum longevity service bonus. The milestones and bonus amounts are determined by the Personnel Department and the policy governing the same are available from the Personnel Department and/or the City of Anderson Benefits Coordinator.

b. Education Credits

1. Educational incentives and pay grade advancements may be made available to the City of Anderson Police Department's sworn personnel based on an Associates, Bachelors or Masters Degree. If so, the Personnel department and/or the benefits Coordinator will maintain the policies that govern the administration of this matter.

c. Additional Reasons for Salary Augmentation:

1. Salary augmentation may be administered for the following reasons:
 - (a) Hazardous Duty pay,
 - (b) Academic Incentive pay,
 - (c) Pay for positions requiring special education or training,
 - (d) Pay for exceptional skills, and
 - (e) Critical Skills development
2. The above listed reasons for salary augmentation in one (1) above are not all-inclusive.

By order of:



Martin D. Brown, Chief of Police

3-13-2006
Date