## CHCANYS Finance University:

## Financial Impacts on Building \& Maintaining the Workforce

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## EElementOne

## Topics/Challenges

- Is your budgeting process for workforce helping or hurting you?
- Does your compensation program support sound financial decision-making?
- Does the strategic/operational planning process adequately consider the cost of workforce?
- Do you actually know what you're getting for your workforce investment?


## Cost of the Workforce

| Percentile |  <br> Benefits <br> as \% of <br> Revenue |  <br> Benefits <br> as \% of <br> Expenses | Wages as <br> \% of <br> Revenue | Wages as <br> \% of <br> Expenses |
| :--- | :---: | :---: | :---: | :---: |
| $5^{\text {th }}$ | $37.8 \%$ | $43.5 \%$ | $28.0 \%$ | $33.5 \%$ |
| $25^{\text {th }}$ | $55.4 \%$ | $59.9 \%$ | $45.4 \%$ | $48.7 \%$ |
| $50^{\text {th }}$ | $62.7 \%$ | $66.1 \%$ | $52.0 \%$ | $54.6 \%$ |
| $75^{\text {th }}$ | $68.9 \%$ | $70.8 \%$ | $57.0 \%$ | $58.7 \%$ |
| $90^{\text {th }}$ | $75.9 \%$ | $75.9 \%$ | $64.8 \%$ | $64.9 \%$ |

## Compensation Design Problems... and why they are more problematic now...

- Not having a compensation philosophy, or understanding what your philosophy means
- Failing to understand the "value" of a job, and how it differs from the value other employers may place on it
- Not separating the value of an individual "to you" from their personal value "in the market"
- Not understanding how the market works (or doesn't work)
- Inability to match employee growth and pay
- "general increases" don't recognize growth
- "merit budgets" are used for general increases, not leaving enough to recognize growth
- perception problems don't allow pay growth
- Inconsistencies between policies for new hires and current employees
- Not having the ability to react quickly to changing circumstances
- Thinking that what the market does is what you should do


## Understanding How People Grow



## The Current Flawed Pay Model



## Strategic Management of Individual Pay



## Strategic Approaches to Compensation



## The ultimate objective of your compensation program should <br> be to give you the ability to determine the "price tag" for each (current or future) individual's contribution to the success of the health center.

## The Strategic Compensation Model

## Value of Job to the <br> Organization

Value of
Skills in the Market

How Well the
Employee Does the Job

## Pay Grade \& Range Structure

## Sample Organization

Compensation Administration Program
Exhibit 2-Recommended Base Pay Structure

|  | Eval. Score |  | Job Title | $\begin{array}{\|c\|} \hline \hline \text { Job } \\ \hline \text { Score } \\ \hline \end{array}$ | Entry Level |  | Mastery |  |  | Unique |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Grade | Low | High |  |  | Minimum | Dev | oping | Midpoint | Added | Value | Maximum |
| ANNUAL AMOUNTS |  |  |  |  |  |  |  |  |  |  |  |
| 23 | 900 | 1000 | CEO | 954 | 168,700 | 185,600 | 202,500 | 210,900 | 219,300 | 236,200 | 253,100 |
| 22 | 850 | 899 | no jobs assigned | -- | 139,100 | 153,000 | 166,900 | 173,900 | 180,900 | 194,800 | 208,700 |
| 21 | 800 | 849 | VP CFO | 813 | 122,400 | 134,600 | 146,900 | 153,000 | 159,100 | 171,400 | 183,600 |
| 20 | 750 | 799 | no jobs assigned | -- | 107,800 | 118,600 | 129,400 | 134,700 | 140,100 | 150,900 | 161,700 |
| 19 | 700 | 749 | no jobs assigned | -- | 94,800 | 104,300 | 113,800 | 118,500 | 123,200 | 132,700 | 142,200 |
| 18 | 650 | 699 | 1 T Director | 682 | 83,400 | 91,700 | 100,100 | 104,300 | 108,400 | 116,800 | 125,100 |
|  |  |  | Operations Director | 650 |  |  |  |  |  |  |  |
| 17 | 600 | 649 | Human Resources Director | 612 | 73,700 | 80,900 | 88,100 | 91,800 | 95,400 | 102,600 | 109,800 |
| 16 | 550 | 599 | no jobs assigned | -- | 65,400 | 71,500 | 77,700 | 80,800 | 83,800 | 90,000 | 96,100 |
| 15 | 500 | 549 | Center Manager | 545 | 57,800 | 63,100 | 68,400 | 71,100 | 73,800 | 79,100 | 84,400 |
|  |  |  | Accounts Receivable Manager | 509 |  |  |  |  |  |  |  |
| 14 | 460 | 499 | Senior Accountant | 491 | 52,000 | 56,600 | 61,200 | 63,400 | 65,700 | 70,300 | 74,900 |
|  |  |  | I'T Systems Administrator | 482 |  |  |  |  |  |  |  |
| 13 | 420 | 459 | no jobs assigned | -- | 47,100 | 51,200 | 55,200 | 57,200 | 59,300 | 63,300 | 67,400 |
| 12 | 380 | 419 | no jobs assigned | -- | 43,100 | 46,500 | 50,000 | 51,700 | 53,400 | 56,900 | 60,300 |
| 11 | 340 | 379 | no jobs assigned | -- | 39,000 | 42,000 | 45,100 | 46,600 | 48,100 | 51,200 | 54,200 |
| 10 | 300 | 339 | Administrative Assistant | 323 | 35,400 | 38,100 | 40,800 | 42,100 | 43,500 | 46,200 | 48,900 |

## Factors Influencing Structure Increases

- Structures need to be reviewed annually
- Health center growth - If the health center grows at a faster rate than average:
- Senior management rates will go up faster than entry-level staff
- Gap between top and bottom will expand
- Minimum wage/entry-level pressure:
- Senior management rates will follow general trends
- Entry-level jobs will increase at a faster rate
- Difference between top and bottom will compress
- Do you see why...
- 3\% across the structure won't work?
- What you "can afford" doesn't matter?


## What is the Impact of New＂Floors＂

－There are several＂floors＂to consider
－Minimum wages：$\$ 15.00 / \$ 14.20$ for 2023，$\$ 16.00 / \$ 15.00$ for 2024
－Living wages：Statewide $\$ 21.46$（1 person）$\$ 41.59$（1 person， 1 child）
－Living wages：NYC $\$ 22.51$（1 person）$\$ 44,20$（1 person， 1 child）
－Behemoth employers：BoA \＄21，Amazon \＄19，Costco \＄17，USAA \＄21
－What will be the impact of minimum wages，or new hiring wages，on jobs that are typically above the minimum／market wage？
－Some jobs don＇t seem to have a tie to the minimum wage．．．when the minimum wage is very low（e．g．，MAs seem to be paid about the same throughout the Midwest，even with different minimum wages）
－In NY，MA median（2022）of about $\$ 19.00$ is $\$ 5.80$ ，or $44 \%$ ，higher than minimum wage（ $\$ 13.20$ ）．But if minimum wage went to $\$ 16.00$ ，would the new MA median increase \＄5．80／hour（\＄24．80），or by 44\％（\＄27．36） or by something less or something more？
－Will rising wages cause health centers to become more efficient， resulting in need for fewer employees，thus creating more availability，resulting in wages going back down？

## Strategic Structure Updates/Adjustments



## Structural Compression... an example

| Pay Grade | Market <br> March 2021 | April 2021 <br> (Living Wage <br> 12.55 at <br> Grade 1 Min$)$ | May 2021 <br> (Fedex/ <br> Costco - <br> Grade 4 4 Min$)$ | Total Change <br> in 3 Months |
| :---: | :---: | :---: | :---: | :---: |
| 15 | $\$ 26.44$ | $\$ 27.48$ | $\$ 28.41$ | $+7.5 \%$ |
| 13 | $\$ 21.78$ | $\$ 22.31$ | $\$ 24.66$ | $+13.2 \%$ |
| 11 | $\$ 19.47$ | $\$ 20.63$ | $\$ 22.79$ | $+17.1 \%$ |
| 9 | $\$ 17.40$ | $\$ 18.41$ | $\$ 21.01$ | $+20.7 \%$ |
| 7 | $\$ 15.58$ | $\$ 17.69$ | $\$ 19.38$ | $+24.4 \%$ |
| 5 | $\$ 13.94$ | $\$ 16.39$ | $\$ 17.88$ | $+28.3 \%$ |
| 3 | $\$ 12.45$ | $\$ 15.19$ | $\$ 16.49$ | $+32.4 \%$ |
| 1 | $\$ 11.20$ | $\$ 14.13$ | $\$ 15.29$ | $+36.5 \%$ |
| Wage $G a p$ | $136.1 \%$ | $94.5 \%$ | $85.8 \%$ |  |

## Calculating Individual Compensation



## Measuring Development

| Duty | Performance | Start <br> Date |
| :---: | :---: | :---: |
| 1 | Has no experience in this duty; objective will be <br> to start working on this in three months | $0 \%$ |
| 2 | Has performed to a limited extent; <br> addeeds |  |
| 3 | Won't have time to lo do this this year. | $25 \%$ |
| 4 | Needs practice. | $0 \%$ |
| 5 | Needs training; should go to national meeting <br> next year to learn how to do this. | $0 \%$ |
| 6 | Needs training; will take intensive Executive <br> MBA course to learn. | $0 \%$ |
| 7 | Has no experience in this duty; will need to <br> start working on this in second quarter. <br> Needs practice | $0 \%$ |
| 8 | Total |  |

## Several Years of Data

| Duty | Start | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | $0 \%$ | $75 \%$ | $100 \%$ | $100 \%$ | $100 \%$ | $100 \%$ |
| 2 | $25 \%$ | $50 \%$ | $75 \%$ | $125 \%^{*}$ | $125 \%$ | $125 \%$ |
| 3 | $0 \%$ | $50 \%$ | $75 \%$ | $100 \%$ | $100 \%$ | $100 \%$ |
| 4 | $25 \%$ | $75 \%$ | $100 \%$ | $100 \%$ | $100 \%$ | $100 \%$ |
| 5 | $0 \%$ | $75 \%$ | $100 \%$ | $100 \%$ | $100 \%$ | $100 \%$ |
| 6 | $0 \%$ | $50 \%$ | $75 \%$ | $75 \%$ | $100 \%$ | $100 \%$ |
| 7 | $0 \%$ | $50 \%$ | $75 \%$ | $125 \% \%^{*}$ | $125 \%$ | $125 \%$ |
| 8 | $25 \%$ | $75 \%$ | $100 \%$ | $100 \%$ | $100 \%$ | $125 \%$ |
| Total | $0.75 / 8.0$ | $5.00 / 8.0$ | $7.00 / 8.0$ | $7.75 * 8.0$ | $8.50 / 8.0$ | $8.75 / 8.0$ |
| Percent | $9.4 \%$ | $65.0 \%$ | $89.0 \%$ | $98.0 \%$ | $106.2 \%$ | $109.4 \%$ |

## Calculating "Target Pay"

| Range Segment | Low Limit | High Limit |
| :---: | :---: | :---: |
| Entry Level | $\$ 37,500$ | $\$ 40,200$ |
| Developing | $\$ 40,200$ | $\$ 42,900$ |
| Mastery | $\$ 42,900$ | $\$ 45,600$ |
| Added Value | $\$ 45,600$ | $\$ 48,300$ |
| Unique | $\$ 48,300$ | $\$ 51,000$ |

Up to 100\%: Minimum + (Performance * (Midpoint - Minimum)) = Target Pay
Example at 85\% Performance:
$\$ 37,500+(0.85 *(\$ 44,200-\$ 37,500))=\$ 43,195$
When above 100\%: Midpoint * Performance
Example at 105\%: $\$ 44,200$ * $1.05=\$ 46,410$

## Sample Pay Progression - The Right Way

| Year | Score | Minimum | Target | Value | Increase |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Start | $9.4 \%$ | 32,500 | 39,000 | 33,111 | -- |
| 1 | $65.0 \%$ | 33,300 | 40,000 | 37,643 | $13.7 \%$ |
| 2 | $89.0 \%$ | 34,100 | 41,000 | 40,223 | $6.8 \%$ |
| 3 | $98.0 \%$ | 35,000 | 42,000 | 41,859 | $4.1 \%$ |
| 4 | $106.2 \%$ | 35,900 | 43,000 | 43,494 | $3.9 \%$ |
| 5 | $109.4 \%$ | 36,800 | 44,100 | 44,816 | $3.0 \%$ |

## Measuring Compensation Effectiveness

| Employee | Develop- <br> ment Score | Target <br> Salary | Actual <br> Salary | Variance | [Variance] |
| :---: | :---: | :---: | :---: | :---: | :---: |
| A | $100 \%$ | 70,000 | 85,000 | $+21.4 \%$ | 21.4 |
| B | $75 \%$ | 95,000 | 85,000 | $-10.5 \%$ | 10.5 |
| C | $100 \%$ | 125,000 | 150,000 | $+20.0 \%$ | 20.0 |
| D | $50 \%$ | 95,000 | 85,000 | $+10.5 \%$ | 10.5 |
| E | $25 \%$ | 105,000 | 105,000 | $0.0 \%$ | 0.0 |
| F | $100 \%$ | 65,000 | 70,000 | $+7.7 \%$ | 7.7 |
| G | $75 \%$ | 70,000 | 90,000 | $+28.6 \%$ | 28.6 |
| H | $75 \%$ | 150,000 | 110,000 | $-26.7 \%$ | 26.7 |
| I | $100 \%$ | 115,000 | 105,000 | $-8.7 \%$ | 8.7 |
| J | $100 \%$ | 90,000 | 80,000 | $-11.1 \%$ | 11.1 |
| Total |  | 980,000 | 965,000 | $\mathbf{3 1 . 2 \%}$ | $\mathbf{1 4 5 . 2}$ |
| Scores |  |  | $98 \%$ | $\mathbf{3 . 1 \%}$ | $\mathbf{1 4 . 5}$ |

## Workforce Capacity



## Your Organization (in your mind)



## Your Organization (in reality)



## Calculating Organizational Capacity

| Employee | FTE | Perf. in <br> Role | Weight | Target <br> Capacity | Score | Variance |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| A | 1.00 | 0.75 | 3 | 3.0 | 2.25 | $-25.0 \%$ |
| B | 1.00 | 0.25 | 3 | 3.0 | 0.75 | $-75.0 \%$ |
| C | 1.00 | 0.60 | 2 | 2.0 | 1.20 | $-40.0 \%$ |
| D | 1.00 | 0.95 | 2 | 2.0 | 1.90 | $-5.0 \%$ |
| E | 1.00 | 0.88 | 2 | 2.0 | 1.76 | $-12.0 \%$ |
| F | 1.00 | 1.00 | 1 | 1.0 | 1.00 | $0.0 \%$ |
| G | 1.00 | 0.96 | 1 | 1.0 | 0.96 | $-4.0 \%$ |
| H | 1.00 | 0.75 | 1 | 1.0 | 0.75 | $-25.0 \%$ |
| $\mathbf{8 . 0 0}$ | $\mathbf{8 . 0 0}$ | $\mathbf{6 . 1 4}$ |  | $\mathbf{1 5 . 0 0}$ | $\mathbf{1 0 . 5 7}$ | $\mathbf{- 2 9 . 5 \%}$ |
|  | $\mathbf{1 0 0 . 0 \%}$ | $\mathbf{7 6 . 8 \%}$ |  |  | $\mathbf{7 0 . 4 \%}$ |  |

## Changing Organizational Capacity

|  | FTE | Target <br> Capacity | Perf. in <br> Role | Weighted <br> Capacity | MA <br> Leaves <br> (FTE) | Perf. in <br> Role | New <br> Weighted <br> Capacity |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| A | 1.00 | 3.0 | 0.75 | 2.25 | 1.00 | 0.75 | 2.25 |
| B | 1.00 | 3.0 | 0.25 | 0.75 | 1.00 | 0.25 | 0.75 |
| C | 1.00 | 2.0 | 0.60 | 1.20 | 1.00 | 0.60 | 1.20 |
| D (as Supv.) | 1.00 | 2.0 | 0.95 | 1.90 | 0.00 | 0.00 | 0.00 |
| D (as MA) | 1.00 | 1.0 | -- | -- | 1.00 | 0.75 | 0.75 |
| E | 1.00 | 2.0 | 0.88 | 1.76 | 1.00 | 0.88 | 1.76 |
| F | 1.00 | 1.0 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 |
| G (as MA) | 1.00 | 1.0 | 0.96 | 0.96 | 0.00 | -- | -- |
| G (vacant) | 0.00 | 1.0 | -- | -- | 0.00 | 0.00 | 0.00 |
| H | 1.00 | 1.0 | 0.75 | 0.75 | 1.00 | 0.75 | 0.75 |
| 8.00 | 8.00 | 15.00 | 6.14 | 10.57 | 7.00 | 4.98 | 8.46 |
|  | $\mathbf{1 0 0 . 0 \%}$ |  | $\mathbf{7 6 . 8 \%}$ | $\mathbf{7 0 . 4 \%}$ | $\mathbf{8 7 . 5 \%}$ | $\mathbf{6 2 . 2 \%}$ | $56.4 \%$ |

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## What Do I Know Now?

- Not hitting objectives, Workforce Effectiveness < 100\%?
- we know why and shouldn't be surprised.
- we start working on increasing Workforce Effectiveness:
- Increasing FCEs
- Decreasing FTEs
- If we are hitting our objectives, and our other measures are okay (e.g., turnover),
- our planned staffing might just be too high, and we might have too many people.
- which might be why we can't afford to pay competitively
- or we should increase our expectations


## The Dynamics of "Workforce Planning"

## Organization \& Job Design

Compensation Opportunities


Staffing, Development, \& Individual Pay

## Pay, Capacity, \& Organization Design

|  | One Approach | Another Approach | Yet Another Approach |
| :---: | :---: | :---: | :---: |
| Units of Work | 1,000 | 1,000 | 1,000 |
| Capacity of Individuals | 100 | 200 | $\begin{gathered} 100 \& \\ 200 \end{gathered}$ |
| Hourly Cost of Capacity | \$12/hour | \$18/hour | \$12/hour \& \$18/hour |
| Number of People | 10 | 5 | $\begin{gathered} 2 @ 200 \& \\ 6 @ 100 \end{gathered}$ |
| Annual Cost Per Person | \$24,960 | \$37,440 | $\begin{gathered} \$ 24,960 \& \\ \$ 37,440 \end{gathered}$ |
| Total Annual Cost | \$249,600 | \$187,200 | \$224,640 |

## Paradigm Shift - Budgeting

- Old way
- Focus on distributing scarce resources
- "How much can we afford to increase wages?"
- We feel what we want to pay is what employees are willing to take
- Each additional FTE is a separate decision
- New way
- Focus on figuring out how to pay for what we need
- "What is the price tag of every employee? Can we afford this, and if not, what do we change?"
- Budget is what we need to spend.
- Workforce decisions need to be made holistically

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