DOA – DIVISION OF PERSONNEL MANAGEMENT

- CLASSIFICATION AND COMPENSATION BULLETIN -

Date: March 26, 2021

Subject: Miscellaneous Classification Plan Changes

Locator No: DPM-0545-CC/SC

Pursuant to s. 230.09, Wis. Stats., the Administrator of the Division of Personnel Management (DPM) has approved the classification plan changes identified in this bulletin. Regardless of the actual notification date, the **effective date is March 28, 2021**, unless otherwise indicated.

- 1) *Modify* the **Natural Resources Liaison Specialist** classification specification to add an allocation pattern. No reallocations are necessary for this classification action. Questions may be directed to Peter Flood at (608) 266-8149.
- 2) *Change DP Code* of the **Payroll & Benefits Program Officer** classification from **99** to **98** to better reflect the work assignments. No reallocations are necessary for this classification action. Questions may be directed to Peter Flood at (608) 266-8149.

Internet Availability: The target date for the availability of classification specifications from this bulletin on the DPM website is April 2, 2021. This is the only notification BCC will be providing, so please share this information with appropriate agency staff. Any questions should be directed to Taylore Ransom at (608) 266-8232.

Alphabetical Listing of Classifications: The Alphabetical Listing of Classifications (Alpha List) is also available on the DPM website. The Alpha List is updated monthly after classification plan changes are implemented. The date of the last update is listed at the top of the document. Any questions should be directed to Taylore Ransom at (608) 266-8232.

Scott C. Thompson, Director Bureau of Classification and Compensation

(Classification	Class Code	FLSA Pay Range	Unit Code	EEO Cat.	FLSA	LTE Code	Job Group
<u>M0</u>	DIFY							
1)	Natural Resc	ources Liaiso 56601	n Specialist 07-03	7	2	Е	N	019
CHANGE DP CODE								
2)	Payroll & Be OLD NEW	enefits Progra 21140 21140	am Officer 81-02 81-02	99 98	2 2	E E	N N	020 020