CIP Version 3	# of employees	
Category A-entities that identify critical cyber asset (50% of Category C) Category B-entities not identifying critical cyber assets Category C-first time entities identifying critical cyber assets (main hours) Category C (follow-up time) Category D-entities dropping out (2 from old Category A and 4 from Category B) Total Hours for CIP Version 3		3 20 20
CIP Version 4 Category A (reduced by 40 hours) Category B Category C (main hours) Category C (follow-up time) Category D-entities dropping out (2 from old Category A and 4 from Category B) Total hours added for Version 4 Total hours removed in docket RM13-8 because of unnecessary requirements		3 20 20
Total Existing Burden Hours for FERC-725B (current inventory)		
Improved assumptions for existing burden hours Category A1-One audit every 3 years Category A1-Yearly effort (hours for Category B + 15% of audit effort) Category A2-one audit every 1.5 years Category A2-Yearly effort (hours for Category B + 15% of audit effort) <i>Category A Subtotal</i> Category B Category C1-One audit every 3 years Category C1-Yearly effort (hours for Category B + 15% of Category A audit effort) <i>Category C Subtotal</i> Subtotal for Categories A, B, & C Total Adjusted Baseline (improved assumptions + v4 burden)		3

Moving from 1501 to 1475 existing entities (for current burden hours)

## Change Due to Adjustment in Estimate

% of hours	# of weeks	Hours in a week		# of Entities	Total Hours per entity
				345	1,920
!	50%	2	40	1,156	120
!	50%	8	40	6	3,200
:	10%	8	40	6	640
				6	
					5,880
				345	1,880
!	50%	2	40	1,144	120
!	50%	8	40	18	3,200
:	10%	8	40	18	640
				6	

			309 309 36 36	640 408 1,280 408
50%	2	40	1,156 6 6	120 1,280 408

# of entities v4	# of entities now	avg hrs per entity
1501	l 1,475	565.44

Total Hours	
	662,400
	138,720
	19,200
	3,840
	(4,320)
	819,840
	648,600
	137,280
	57,600
	11,520
	(4,320)
	30,840
	1,950
	848,730
	197,760
	126,072
	46,080
	14,688
	384,600
	138,720
	7,680
	2,448
	10,128
	533,448
	564,288
	(14,702)
	301,094