

<b>UN Pressure Receptacle Approval - New Request - 178.70</b>	<b><u>Annual Respondents</u></b>	<b><u>Approval Requests per Year</u></b>	<b><u>Annual Responses</u></b>	<b><u>Hours per Response</u></b>	<b><u>Total Burden Hours</u></b>	<b><u>Salary Cost Per Hour</u></b>	<b><u>Total Salary Cost</u></b>	<b><u>Cost per Hour</u></b>	<b><u>Total Burden Cost</u></b>
Reporting	35	1	35	6	210	\$86.52	\$18,168	\$25	\$5,250

<b>UN Pressure Receptacle Approval - Modified Request - 178.70</b>	<b><u>Annual Respondents</u></b>	<b><u>Approval Requests per Year</u></b>	<b><u>Annual Responses</u></b>	<b><u>Hours per Response</u></b>	<b><u>Total Burden Hours</u></b>	<b><u>Salary Cost Per Hour</u></b>	<b><u>Total Salary Cost</u></b>	<b><u>Cost per Hour</u></b>	<b><u>Total Burden Cost</u></b>
Reporting	100	1	100	6	600	\$86.52	\$51,909	\$25	\$15,000

<b>UN Pressure Receptacle Approval - 178.70</b>	<b><u>Annual Respondents</u></b>	<b><u>Approval Requests per Year</u></b>	<b><u>Annual Responses</u></b>	<b><u>Minutes per Response</u></b>	<b><u>Total Burden Hours</u></b>	<b><u>Salary Cost Per Hour</u></b>	<b><u>Total Salary Cost</u></b>	<b><u>Cost per Hour</u></b>	<b><u>Total Burden Cost</u></b>
Recordkeeping	75	1	75	6	8	\$86.52	\$649	\$0	\$0

<b><u>Total Number of Respondents</u></b>	<b><u>Total Number of Annual Responses</u></b>	<b><u>Total Annual Burden Hours</u></b>	<b><u>Total Annual Salary Cost</u></b>	<b><u>Total Annual Burden Costs</u></b>
210	210	818	\$70,726	\$20,250

Occupation labor rates based on 2023 Occupational and Employment Statistics Survey (OES) for "Chemical Engineers (17-2041)" (<https://www.bls.gov/oes/current/oes172041.htm>). The hourly mean wage for this occupation (\$55.20) is adjusted to reflect the total costs of employee compensation based on the BLS Employer Costs for Employee Compensation Summary, which indicates that wages for civilian workers are 68.3 percent of total compensation (total wage = wage rate/wage % of total compensation).

\$59.09                      68.30%                      \$86.52