

## **Show Me the Money**

## (Without Workers' Compensation)

It costs you, the employer, more to employ someone than just their wages. By law, employers must pay a portion of an employee's Social Security and Medicare taxes, as well as Federal and State unemployment taxes. This form assumes that the Employer has elected to opt-out of Workers' Compensation. The amounts you pay for each of these is a percentage of your employee's wage, and are as follows:

Total	- 10.95 %
State Unemployment	- 2.70%
Federal Unemployment	- 0.60%
Medicare	- 1.45%
Social Security	- 6.20%

What this means is that for every \$1.00 you pay in wages, you must add approximately 11 cents to pay for taxes. Acumen calls this the "Cost to Budget," and we calculate and pay these amounts from your budget allocation on your behalf.

## Simply fill in the blanks below to determine the "Cost to Budget."

	X	1.1095	=	
Employee Wage		Taxes	•	Cost to Budget (always round up)

The tables below are provided so you can estimate your cost to employ someone. The examples show a variety of wage amounts. The "Cost to Budget" column shows the wage multiplied by 1.1095. You can pay your employee an amount other than ones listed – just multiply the amount you want to pay by **1.1095**, round up to the nearest penny, and you'll have the estimated Cost to Budget. You may also call Acumen's customer service team, and they will help you calculate your cost.

Federal	Hourly Wage	Cost to Budget
min wage	\$7.25	\$8.04
	\$7.50	\$8.32
	\$7.75	\$8.60
	\$8.00	\$8.88
	\$8.25	\$9.15
	\$8.50	\$9.43
	\$8.75	\$9.71
	\$9.00	\$9.99
	\$9.25	\$10.26
	\$9.50	\$10.54
	\$9.75	\$10.82
	\$9.25	\$10.26
	\$9.50	\$10.54

\$9.75

\$10.82

Hourly Wage	Cost to Budget
\$10.00	\$11.10
\$10.25	\$11.37
\$10.50	\$11.65
\$10.80	\$11.98
\$11.00	\$12.20
\$11.25	\$12.48
\$11.50	\$12.76
\$11.75	\$13.04
\$12.00	\$13.31
\$12.25	\$13.59
\$12.50	\$13.87
\$12.75	\$14.15
\$13.00	\$14.42
\$13.25	\$14.70

Hourly Wage	Cost to Budget
\$13.50	\$14.98
\$13.75	\$15.26
\$14.00	\$15.53
\$14.25	\$15.81
\$14.42	\$16.00