

RSE Table 17 Union and nonunion workers: Relative standard errors¹ of mean hourly earnings² by major sector and for major occupational groups

Occupational group ³	Union			Nonunion		
	Civilian workers	Private industry workers	State and local government workers	Civilian workers	Private industry workers	State and local government workers
All workers	2.9%	3.4%	4.2%	2.7%	2.9%	3.4%
Management, professional, and related	2.7	3.1	3.1	3.0	3.5	4.6
Management, business, and financial	17.6	–	17.8	4.0	4.5	6.0
Professional and related	3.3	2.9	3.7	2.9	3.2	6.1
Service	5.6	12.1	5.7	1.5	2.4	3.7
Sales and office	2.6	2.4	5.6	1.5	1.6	1.6
Sales and related	6.5	6.5	–	3.0	3.1	17.8
Office and administrative support	2.7	2.0	5.6	2.6	2.9	1.7
Natural resources, construction, and maintenance	2.5	4.9	9.5	3.7	3.9	3.7
Construction and extraction	4.0	7.0	7.2	5.9	6.3	3.7
Installation, maintenance, and repair	2.1	3.2	4.7	1.8	1.9	4.7
Production, transportation, and material moving	6.0	6.2	8.3	6.6	6.8	10.8
Production	7.4	7.9	–	9.1	9.4	7.8
Transportation and material moving ...	8.1	8.8	7.9	5.8	5.9	12.9

¹ The relative standard error (RSE) is the standard error expressed as a percent of the estimate. It can be used to calculate a "confidence interval" around a sample estimate. For more information about RSEs, see appendix A.

² Earnings are the straight-time hourly wages or salaries paid to employees. They include incentive pay, cost-of-living adjustments, and hazard pay. Excluded are premium pay for overtime, vacations, and holidays; nonproduction bonuses; and tips. The mean is computed by totaling the pay of all workers and dividing by the number of workers, weighed by hours.

³ A classification system including about 800 individual occupations is used to cover all workers in the civilian economy. See appendix B for more information.

NOTE: Dashes indicate that data did not meet publication criteria. Overall occupational groups may include data for categories not shown separately.

SOURCE: Bureau of Labor Statistics, National Compensation Survey.