Approved For Release 2009/02/05 : CIA-RDP86M00886R000600110051-1



Approved For Release 2009/02/05 : CIA-RDP86M00886R000600110051-1

EXECUTIVE SECRETARIAT ROUTING SLIP

TO:	_		ACTION	INFO	DATE	INITIAL
	1	DCI				
	2	DDCI		<u> </u>		
	3	EXDIR	X		-	<u> </u>
	4	D/ICS			 	† -
	5	DDI		X		
	6	DDA	X			
	7	DDO			 .	
	8	DDS&T		Х		<u> </u>
	9	Chm/NIC			-	
	10	GC				
	11	IG				
	12	Compt				
	13	D/Pers				
	14	D/OLL				
	15	D/PAO				
	16	SA/IA				
	17	AO/DCI				
	18	C/IPD/OIS				
	194	7/				
✓	20					
<i></i>	21					
Ī	22					
•		SUSPENSE		Date	84/	1005
Remarks	!					
æ						
					Executive :	Secretary

25 Sep 84

Approved For Release 2009/02/05 : CIA-RDP86M00886R000600110051-1

3637 (10-61)

Approved For Release 2009/02/05 : CIA-RDP86M00886R000600110051-1

Executive Registry

84 - 9274

25 September 1984

FROM

ExDir

NOTE FOR:

DDA

Harry,

There was a good deal of discussion at the Off-Site Conference about the problem of retaining people once hired,

25X1

Someone suggested that we explore the notion of some kind of "reenlistment" or retention bonus scheme which might give us a way to more effectively hold people.

I would like to ask you and Bob to think about a couple of issues and get back in touch with me. First, are we using all the bonus authority we have? What could we do that we have previously for some reason decided not to do to reward people? Second, can you see how we might effectively use a bonus program which would be targetted at hard-to-keep kinds of people? Off the top of my head two approaches come to mind. First, we might find a way to give someone who is about to leave (and who is judged in some kind of process to be a crackerjack person) three, four or five thousand dollars to stay. Or we might emphasize a more aggressive approach to rewarding individuals within designated "hard to hold" groups in the hopes of motivating others to stay (and maybe themselves earn a bonus).

STAT

cc: DDI

DDS&T

DCI EXEC REG

B-300