

Actuarial Accrued Liabilities and Valuation Assets As of December 31, 2016

Table 6

Division	Actuarial Accrued Liability	Valuation Assets ¹	Percent Funded	Unfunded (Overfunded) Accrued Liabilities
01 - Union				
Active Employees	\$ 3,131,592	\$ 1,395,049	44.5%	\$ 1,736,543
Vested Former Employees	8,368	8,368	100.0%	0
Retirees And Beneficiaries	2,439,339	2,439,339	100.0%	0
Pending Refunds	0	0	0.0%	0
Total	\$ 5,579,299	\$ 3,842,756	68.9%	\$ 1,736,543
10 - NonUnion				
Active Employees	\$ 1,185,491	\$ 176,223	14.9%	\$ 1,009,268
Vested Former Employees	608,419	84,347	13.9%	524,072
Retirees And Beneficiaries	2,574,441	1,817,881	70.6%	756,560
Pending Refunds	0	0	0.0%	0
Total	\$ 4,368,351	\$ 2,078,451	47.6%	\$ 2,289,900
HA - Union Non/Union after 2/1/12				
Active Employees	\$ 45,898	\$ 35,669	77.7%	\$ 10,229
Vested Former Employees	0	0	0.0%	0
Retirees And Beneficiaries	0	0	0.0%	0
Pending Refunds	0	0	0.0%	0
Total	\$ 45,898	\$ 35,669	77.7%	\$ 10,229
Total Municipality				
Active Employees	\$ 4,362,981	\$ 1,606,941	36.8%	\$ 2,756,040
Vested Former Employees	616,787	92,715	15.0%	524,072
Retirees and Beneficiaries	5,013,780	4,257,220	84.9%	756,560
Pending Refunds	0	0	0.0%	0
Total Participants	\$ 9,993,548	\$ 5,956,876	59.6%	\$ 4,036,672
The following results show the combined accrued liabilities and assets for each set of linked divisions. These results are already included in the table above.				
Linked Divisions HA, 01, 10				
Active Employees	\$ 4,362,981	\$ 1,606,941	36.8%	\$ 2,756,040
Vested Former Employees	616,787	92,715	15.0%	524,072
Retirees and Beneficiaries	5,013,780	4,257,220	84.9%	756,560
Pending Refunds	0	0	0.0%	0
Total	\$ 9,993,548	\$ 5,956,876	59.6%	\$ 4,036,672

¹ Includes both employer and employee assets.

Please see the Comments on Asset Smoothing in the Executive Summary of this report.

See Section 46 of the Plan Document for MERS Fiscal Responsibility policy, on the MERS website at:
<https://employerportal.mersofmich.com/SharePointFormsService/Default.aspx?Publication=MERSPlanDocument.pdf>.