



MDGuidelines[®] API: Job Details V1 Specification 1.1

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1 Overview

1.1 Purpose and Intended Audience

The purpose of this document is to provide detailed descriptions and specifications for the MDGuidelines® Job Details V1 API.

The Job Details API is intended to be used by MDGuidelines customers and partners that have integrated MDGuidelines into their own products and want to find details related to a specific job code.

The Job Details API is part of the MDGuidelines API product offering. This specification pertains to V1 of the Job Detail endpoint.

1.2 Description

The Job Details API provides information for either ONET or DOT job codes.

Terminology

Term	Definition
Job Source ID	ID number identifying the source of the job data: 1 = DOT (Dictionary of Occupational Titles) 3 = ONET (Occupational Information Network)
Job Source	Source of the job data: DOT = Dictionary of Occupational Titles ONET = Occupational Information Network
Job Source Description	Full description of the job data source: Dictionary of Occupational Titles (DOT) was produced by the U.S. Department of Labor and contains over 12,000 job titles. It was last updated in 1991 and was subsequently replaced by O*NET. Occupational Information Network (O*NET) was produced by the U.S. Department of Labor, as well as the Employment and Training Administration. O*NET contains over 1,000 job titles and is updated several times during the year.

Term	Definition
Job Source Version	Version of the job source data. DOT: Last version is from 1991 ONET: Current version is 25.3
Job Code	Job code assigned to a specific job title. May be in either of these formats where x is a numeric value: DOT: xxx.xxx-xxx ONET: xx-xxxx.xx
Job Title	Title of the specified job
Job Description	Description of the specified job
Job Class/ Job Class Description	<p>Job classes correspond to the strength factor classifications described in the U.S. Department of Labor's Dictionary of Occupational Titles:</p> <ul style="list-style-type: none"> - Sedentary - Light - Medium - Heavy - Very Heavy <p>For more information, visit this resource in MDGuidelines: https://app.mdguidelines.com/help-directory/jte</p> <p>See Section 3.1 Job Class Descriptions below.</p>
ONET Citation	This service incorporates information from O*NET Web Services by the U.S. Department of Labor, Employment and Training Administration (USDOL/ETA). O*NET® is a trademark of USDOL/ETA.

2 API Specification

This section documents the technical usage of the Job Details API. General information about any of the MDGuidelines APIs may be found at <https://api.mdguidelines.com/help>.

MDGuidelines APIs are RESTful.

Responses may be formatted as XML or JSON (see Section [2.5 Input Parameters](#) below).

This information will also be published at <https://api.mdguidelines.com/help/jobDetails-v1.html>.

Currently, this help page includes a test harness form (see Section [2.9 Testing](#) below).

2.1 Endpoint

The Job Details V1 API endpoint is: <https://api.mdguidelines.com/api/v1/jobDetails/search>

2.2 Authentication

The customer's API license key must be provided via the request headers as "RG-LICENSE-KEY". This key will be provided by the customer's account executive at MDGuidelines.

2.3 Authorization

The customer's API license key provides access to all API endpoints without requiring additional configuration.

2.4 Version Information

The current version of this API is v1.

2.5 Input Parameters

Data Element	Data Type	Req?	Format	Data Element Description	Default Value
Job Code	String	Yes	xxx.xxx-xx <i>or</i> xx-xxxx.xx	A specific job code may be in either of these formats where x is a numeric value: DOT = xxx.xxx-xx ONET = xx-xxxx.xx	N/A

Job Source	String	Yes	N/A	Source of the job data: - DOT - ONET	N/A
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2.6 Response (Job Source = DOT)

Data may be returned as JSON or XML.

If using XML, the XML schema definition (XSD) for the DOT job source may be found here:

<https://api.mdguidelines.com/xsd/JobDetailsDotV1.xsd>

Data Element	Data Type	Req?	Data Element Description	Default Value
JobSourceId	Integer	Yes	ID number identifying the source of the job data: 1 = DOT (Dictionary of Occupational Titles)	1
JobSource	String	Yes	Source of the data: - DOT	DOT

Data Element	Data Type	Req?	Data Element Description	Default Value
JobSourceDescription	String	Yes	Full description of the job data source: - Dictionary of Occupational Titles	Dictionary of Occupational Titles
JobSourceVersion	String	Yes	Version of the job data source: DOT: 1991	1991
JobCode	String	Yes	Job code assigned to a specific job title. Will be in this format where x is a numeric value: DOT: xxx.xxx-xxx	N/A
JobTitle	String	Yes	Title of the job	N/A
JobDescription	String	Yes	Description of the job	N/A
JobClass	String	Yes	Class of the job according to the strength factor classifications described in the U.S. Department of Labor's Dictionary of Occupational Titles: - Sedentary - Light - Medium - Heavy - Very Heavy	N/A
JobClassDescription	String	Yes	Description of the five different job classes See Section 3.1 Job Class Descriptions below.	N/A
Components (Section)				
Component = SVPLLevel (Subsection of the "Components" Section)				
Component	String	Yes	Short name of the Specific Vocational Preparation level	SVPLLevel
ComponentName	String	Yes	Long name of the Specific Vocational Preparation level	Specific Vocational Preparation
ComponentLevel	Integer	Yes	Level of Specific Vocational Preparation needed for the specified job	N/A
ComponentDescription	String	Yes	Description of the Specific Vocational Preparation level needed for the specified job	N/A
ComponentRange	String	Yes	Range of component level values for Specific Vocational Preparation	1-9

Data Element	Data Type	Req?	Data Element Description	Default Value
Component = ReasoningLevel (Subsection of the "Components" Section)				
Component	String	Yes	Short name of the "GED, Reasoning" level	ReasoningLevel
ComponentName	String	Yes	Long name of the "GED, Reasoning" level	GED, Reasoning
ComponentLevel	Integer	Yes	Level of "GED, Reasoning" needed for the specified job	N/A
ComponentDescription	String	Yes	Description of the "GED, Reasoning" level needed for the specified job	N/A
ComponentRange	String	Yes	Range of component level values for "GED, Reasoning"	1-6
Component = MathematicsLevel (Subsection of the "Components" Section)				
Component	String	Yes	Short name of the "GED, Mathematics" level	MathematicsLevel
ComponentName	String	Yes	Long name of the "GED, Mathematics" level	GED, Mathematics
ComponentLevel	Integer	Yes	Level of "GED, Mathematics" needed for the specified job	N/A
ComponentDescription	String	Yes	Description of the "GED, Mathematics" level needed for the specified job	N/A
ComponentRange	String	Yes	Range of component level values for "GED, Mathematics"	1-6
Component = LanguageLevel (Subsection of the "Components" Section)				
Component	String	Yes	Short name of the "GED, Language" level	LanguageLevel
ComponentName	String	Yes	Long name of the "GED, Language" level	GED, Language
ComponentLevel	Integer	Yes	Level of "GED, Language" needed for the specified job	N/A
ComponentDescription	String	Yes	Description of the "GED, Language" level needed for the specified job	N/A
ComponentRange	String	Yes	Range of component level values for "GED, Language"	1-6

2.7 Response (Job Source = ONET)

Data may be returned as JSON or XML.

If using XML, the XML schema definition (XSD) for the DOT job source may be found here:

<https://api.mdguidelines.com/xsd/JobDetailsOnetV1.xsd>

Data Element	Data Type	Req?	Data Element Description	Default Value
JobSourceId	Integer	Yes	ID number identifying the source of the job data: 3 = ONET (Occupational Information Network)	3
JobSource	String	Yes	Source of the data: - ONET	ONET
JobSourceDescription	String	Yes	Full description of the job data source: - Occupational Information Network	Occupational Information Network
JobSourceVersion	String	Yes	Version of the job data source: ONET = 25.3	N/A
JobCode	String	Yes	Job code assigned to a specific job title. Will be in this format where x is a numeric value: ONET: xx-xxxx.xx	N/A
JobTitle	String	Yes	Title of the job	N/A
JobDescription	String	Yes	Description of the job	N/A
JobClass	String	Yes	Class of the job according to the strength factor classifications described in the U.S. Department of Labor's Dictionary of Occupational Titles: - Sedentary - Light - Medium - Heavy - Very Heavy	N/A
JobClassDescription	String	Yes	Description of the five different job classes See Section 3.1 Job Class Descriptions below.	N/A
ONETCitation	String	Yes	Text required by O*NET when using their data.	This service incorporates information from O*NET Web Services by the U.S. Department of Labor, Employment and Training Administration (USDOL/ETA). O*NET is a trademark of USDOL/ETA.

Data Element	Data Type	Req?	Data Element Description	Default Value
DOTDetails (Section) – May have 1 to many entries for each DOTJobCode				
DOTJobCode	String	Yes	Job code assigned to a specific job title. Will be in this format where x is a numeric value: DOT: xxx.xxx-xxx	N/A
DOTJobTitle	String	Yes	Title of the job	N/A
DOTComponents (Subsection of “DOTDetails”)				
DOTComponent = SVPLLevel (Subsection of “DOTComponents”)				
Component	String	Yes	Short name of the Specific Vocational Preparation level	SVPLLevel
ComponentName	String	Yes	Long name of the Specific Vocational Preparation level	Specific Vocational Preparation
ComponentLevel	Integer	Yes	Level of Specific Vocational Preparation needed for the specified job	N/A
ComponentDescription	String	Yes	Description of the Specific Vocational Preparation level needed for the specified job	N/A
ComponentRange	String	Yes	Range of component level values for Specific Vocational Preparation	1-9
DOTComponent = ReasoningLevel (Subsection of “DOTComponents”)				
Component	String	Yes	Short name of the “GED, Reasoning” level	ReasoningLevel
ComponentName	String	Yes	Long name of the “GED, Reasoning” level	GED, Reasoning
ComponentLevel	Integer	Yes	Level of “GED, Reasoning” needed for the specified job	N/A
ComponentDescription	String	Yes	Description of the “GED, Reasoning” level needed for the specified job	N/A
ComponentRange	String	Yes	Range of component level values for “GED, Reasoning”	1-6
DOTComponent = MathematicsLevel (Subsection of “DOTComponents”)				
Component	String	Yes	Short name of the “GED, Mathematics” level	MathematicsLevel
ComponentName	String	Yes	Long name of the “GED, Mathematics” level	GED, Mathematics
ComponentLevel	Integer	Yes	Level of “GED, Mathematics” needed for the specified job	N/A
ComponentDescription	String	Yes	Description of the “GED, Mathematics” level needed for the specified job	N/A
ComponentRange	String	Yes	Range of component level values for “GED, Mathematics”	1-6

Data Element	Data Type	Req?	Data Element Description	Default Value
DOTComponent = LanguageLevel (Subsection of "DOTComponents")				
Component	String	Yes	Short name of the "GED, Language" level	LanguageLevel
ComponentName	String	Yes	Long name of the "GED, Language" level	GED, Language
ComponentLevel	Integer	Yes	Level of "GED, Language" needed for the specified job	N/A
ComponentDescription	String	Yes	Description of the "GED, Language" level needed for the specified job	N/A
ComponentRange	String	Yes	Range of component level values for "GED, Language"	1-6
ONETAbilities (Section)				
ONETAbilityName = Cognitive Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1
ONETAbilityId	String	Yes	ONET ability ID	1
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	1
ONETAbilityName	String	Yes	ONET ability name	Cognitive Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Verbal Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.a
ONETAbilityId	String	Yes	ONET ability ID	5
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Verbal Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Oral Comprehension				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.a.1
ONETAbilityId	String	Yes	ONET ability ID	20
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Oral Comprehension
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Written Comprehension				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.a.2
ONETAbilityId	String	Yes	ONET ability ID	21
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Written Comprehension
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Oral Expression				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.a.3
ONETAbilityId	String	Yes	ONET ability ID	22
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Oral Expression
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Written Expression				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.a.4
ONETAbilityId	String	Yes	ONET ability ID	23
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Written Expression
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Idea Generation and Reasoning Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.b
ONETAbilityId	String	Yes	ONET ability ID	6
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Idea Generation and Reasoning Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Fluency of Ideas				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.b.1
ONETAbilityId	String	Yes	ONET ability ID	24
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Fluency of Ideas
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Originality				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.b.2
ONETAbilityId	String	Yes	ONET ability ID	25
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Originality
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Problem Sensitivity				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.b.3
ONETAbilityId	String	Yes	ONET ability ID	26
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Problem Sensitivity
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Deductive Reasoning				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.b.4
ONETAbilityId	String	Yes	ONET ability ID	27
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Deductive Reasoning
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Inductive Reasoning				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.b.5
ONETAbilityId	String	Yes	ONET ability ID	28
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Inductive Reasoning
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Information Ordering				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.b.6
ONETAbilityId	String	Yes	ONET ability ID	29
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Information Ordering
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Category Flexibility				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.b.7
ONETAbilityId	String	Yes	ONET ability ID	30
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Category Flexibility
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Quantitative Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.c
ONETAbilityId	String	Yes	ONET ability ID	7
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Quantitative Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Mathematical Reasoning				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.c.1
ONETAbilityId	String	Yes	ONET ability ID	31
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Mathematical Reasoning
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Number Facility				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.c.2
ONETAbilityId	String	Yes	ONET ability ID	32
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Number Facility
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Memory				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.d
ONETAbilityId	String	Yes	ONET ability ID	8
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Memory
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Memorization				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.d.1
ONETAbilityId	String	Yes	ONET ability ID	33
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Memorization
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Perceptual Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.e
ONETAbilityId	String	Yes	ONET ability ID	9
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Perceptual Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Speed of Closure				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.e.1
ONETAbilityId	String	Yes	ONET ability ID	34
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Speed of Closure
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Flexibility of Closure				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.e.2
ONETAbilityId	String	Yes	ONET ability ID	35
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Flexibility of Closure
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Perceptual Speed				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.e.3
ONETAbilityId	String	Yes	ONET ability ID	36
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Perceptual Speed
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Spatial Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.f
ONETAbilityId	String	Yes	ONET ability ID	10
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Spatial Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Spatial Orientation				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.f.1
ONETAbilityId	String	Yes	ONET ability ID	37
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Spatial Orientation
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Visualization				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.f.2
ONETAbilityId	String	Yes	ONET ability ID	38
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Visualization
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Attentiveness				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.g
ONETAbilityId	String	Yes	ONET ability ID	11
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Attentiveness
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Selective Attention				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.g.1
ONETAbilityId	String	Yes	ONET ability ID	39
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Selective Attention
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Time Sharing				
ONETAbilityCode	String	Yes	ONET ability code	1.A.1.g.2
ONETAbilityId	String	Yes	ONET ability ID	40
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Time Sharing
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Psychomotor Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.2
ONETAbilityId	String	Yes	ONET ability ID	2
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	1
ONETAbilityName	String	Yes	ONET ability name	Psychomotor Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Fine Manipulative Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.2.a
ONETAbilityId	String	Yes	ONET ability ID	12
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Fine Manipulative Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Arm-Hand Steadiness				
ONETAbilityCode	String	Yes	ONET ability code	1.A.2.a.1
ONETAbilityId	String	Yes	ONET ability ID	41
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Arm-Hand Steadiness
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Manual Dexterity				
ONETAbilityCode	String	Yes	ONET ability code	1.A.2.a.2
ONETAbilityId	String	Yes	ONET ability ID	42
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Manual Dexterity
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Finger Dexterity				
ONETAbilityCode	String	Yes	ONET ability code	1.A.2.a.3
ONETAbilityId	String	Yes	ONET ability ID	43
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Finger Dexterity
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Control Movement Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.2.b
ONETAbilityId	String	Yes	ONET ability ID	13
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Control Movement Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Control Precision				
ONETAbilityCode	String	Yes	ONET ability code	1.A.2.b.1
ONETAbilityId	String	Yes	ONET ability ID	44
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Control Precision
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Multilimb Coordination				
ONETAbilityCode	String	Yes	ONET ability code	1.A.2.b.2
ONETAbilityId	String	Yes	ONET ability ID	45
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Multilimb Coordination
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Response Orientation				
ONETAbilityCode	String	Yes	ONET ability code	1.A.2.b.3
ONETAbilityId	String	Yes	ONET ability ID	46
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Response Orientation
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Rate Control				
ONETAbilityCode	String	Yes	ONET ability code	1.A.2.b.4
ONETAbilityId	String	Yes	ONET ability ID	47
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Rate Control
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Reaction Time and Speed Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.2.c
ONETAbilityId	String	Yes	ONET ability ID	14
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Reaction Time and Speed Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Reaction Time				
ONETAbilityCode	String	Yes	ONET ability code	1.A.2.c.1
ONETAbilityId	String	Yes	ONET ability ID	48
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Reaction Time
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Wrist-Finger Speed				
ONETAbilityCode	String	Yes	ONET ability code	1.A.2.c.2
ONETAbilityId	String	Yes	ONET ability ID	49
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Wrist-Finger Speed
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Speed of Limb Movement				
ONETAbilityCode	String	Yes	ONET ability code	1.A.2.c.3
ONETAbilityId	String	Yes	ONET ability ID	50
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Speed of Limb Movement
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Physical Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.3
ONETAbilityId	String	Yes	ONET ability ID	3
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	1
ONETAbilityName	String	Yes	ONET ability name	Physical Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Physical Strength Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.3.a
ONETAbilityId	String	Yes	ONET ability ID	15
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Physical Strength Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Static Strength				
ONETAbilityCode	String	Yes	ONET ability code	1.A.3.a.1
ONETAbilityId	String	Yes	ONET ability ID	51
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Static Strength
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Explosive Strength				
ONETAbilityCode	String	Yes	ONET ability code	1.A.3.a.2
ONETAbilityId	String	Yes	ONET ability ID	52
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Explosive Strength
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Dynamic Strength				
ONETAbilityCode	String	Yes	ONET ability code	1.A.3.a.3
ONETAbilityId	String	Yes	ONET ability ID	53
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Dynamic Strength
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Trunk Strength				
ONETAbilityCode	String	Yes	ONET ability code	1.A.3.a.4
ONETAbilityId	String	Yes	ONET ability ID	54
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Trunk Strength
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Endurance				
ONETAbilityCode	String	Yes	ONET ability code	1.A.3.b
ONETAbilityId	String	Yes	ONET ability ID	16
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Endurance
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Stamina				
ONETAbilityCode	String	Yes	ONET ability code	1.A.3.b.1
ONETAbilityId	String	Yes	ONET ability ID	55
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Stamina
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Flexibility, Balance, and Coordination				
ONETAbilityCode	String	Yes	ONET ability code	1.A.3.c
ONETAbilityId	String	Yes	ONET ability ID	17
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Flexibility, Balance, and Coordination
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Extent Flexibility				
ONETAbilityCode	String	Yes	ONET ability code	1.A.3.c.1
ONETAbilityId	String	Yes	ONET ability ID	56
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Extent Flexibility
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Dynamic Flexibility				
ONETAbilityCode	String	Yes	ONET ability code	1.A.3.c.2
ONETAbilityId	String	Yes	ONET ability ID	57
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Dynamic Flexibility
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Gross Body Coordination				
ONETAbilityCode	String	Yes	ONET ability code	1.A.3.c.3
ONETAbilityId	String	Yes	ONET ability ID	58
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Gross Body Coordination
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Gross Body Equilibrium				
ONETAbilityCode	String	Yes	ONET ability code	1.A.3.c.4
ONETAbilityId	String	Yes	ONET ability ID	59
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Gross Body Equilibrium
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Sensory Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4
ONETAbilityId	String	Yes	ONET ability ID	4
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	1
ONETAbilityName	String	Yes	ONET ability name	Sensory Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Visual Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4.a
ONETAbilityId	String	Yes	ONET ability ID	18
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Visual Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Near Vision				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4.a.1
ONETAbilityId	String	Yes	ONET ability ID	60
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Near Vision
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Far Vision				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4.a.2
ONETAbilityId	String	Yes	ONET ability ID	61
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Far Vision
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Visual Color Discrimination				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4.a.3
ONETAbilityId	String	Yes	ONET ability ID	62
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Visual Color Discrimination
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Night Vision				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4.a.4
ONETAbilityId	String	Yes	ONET ability ID	63
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Night Vision
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Peripheral Vision				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4.a.5
ONETAbilityId	String	Yes	ONET ability ID	64
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Peripheral Vision
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Depth Perception				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4.a.6
ONETAbilityId	String	Yes	ONET ability ID	65
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Depth Perception
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Glare Sensitivity				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4.a.7
ONETAbilityId	String	Yes	ONET ability ID	66
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Glare Sensitivity
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Auditory and Speech Abilities				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4.b
ONETAbilityId	String	Yes	ONET ability ID	19
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	2
ONETAbilityName	String	Yes	ONET ability name	Auditory and Speech Abilities
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Hearing Sensitivity				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4.b.1
ONETAbilityId	String	Yes	ONET ability ID	67
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Hearing Sensitivity
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Auditory Attention				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4.b.2
ONETAbilityId	String	Yes	ONET ability ID	68
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Auditory Attention
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Sound Localization				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4.b.3
ONETAbilityId	String	Yes	ONET ability ID	69
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Sound Localization
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A
ONETAbilityName = Speech Recognition				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4.b.4
ONETAbilityId	String	Yes	ONET ability ID	70
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Speech Recognition
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

Data Element	Data Type	Req?	Data Element Description	Default Value
ONETAbilityName = Speech Clarity				
ONETAbilityCode	String	Yes	ONET ability code	1.A.4.b.5
ONETAbilityId	String	Yes	ONET ability ID	71
ONETAbilityHierarchy	Integer	Yes	ONET ability hierarchy. There are three hierarchy levels: 1, 2, and 3	3
ONETAbilityName	String	Yes	ONET ability name	Speech Clarity
ONETAbilityScore	Decimal(4,1)	Yes	ONET ability score. Ranges from 1 to 100.	N/A
ONETAbilityQuantile	Decimal(3,1)	Yes	ONET ability quantile. Values = 0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, and 1.0.	N/A

2.8 Exception Conditions and Troubleshooting

The service may provide response codes, for success or errors. The common response codes implemented in the MDGuidelines API are documented at <https://api.mdguidelines.com/help>.

Response Status

Status Code	Cause(s)
200	<p>Message:</p> <ul style="list-style-type: none"> OK <p>This status may occur with an empty data set in the response data. When this happens, it means that the request was correctly formed, however no job title results match the request.</p> <p>This would be the typical response for a keyword search with no matches (e.g., “supercalifragilistic”).</p>
400	<p>Messages:</p> <ul style="list-style-type: none"> Invalid parameter specified: <i>[parameter name]</i> The following parameter is required: <i>[parameter name]</i>
401	<p>Message:</p> <ul style="list-style-type: none"> License code not authorized. <p>This response will be returned in the following scenarios:</p> <ul style="list-style-type: none"> License key is expired License key is missing License key is otherwise invalid
403	<p>Message:</p> <ul style="list-style-type: none"> License does not provide access to the requested resource
500	<p>If the server, API site, or this service failed, the response will be a 500 server error.</p>

2.9 Testing

MDGuidelines supports these methods for integration testing:

1. Test Harness Page
 - <https://api.mdguidelines.com/help/jobDetails-v1.html>
 - Requires production license key configuration (RG-LICENSE-KEY)
2. API Testing tool, such as Postman
 - <https://www.getpostman.com/apps>

2.10 Sample Code

JQuery

```
var uri = "https://api.mdguidelines.com/api/v1/jobtitle/search";uri +=
"/Nurse"; uri += "/All";
uri += "&start=0";uri
+= "&rows=25";

$.ajax({ url:
uri, type:
'GET',
dataType: 'json',
headers: { 'RG-LICENSE-KEY': 'XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXXX', },
success: function (data) { handleData(data) },
error: function (xhr, status, error) { handleError(xhr, status, error) }
})
```

3 Appendices

This section includes additional references for interpreting the data.

3.1 Job Class Descriptions

Job Class	Job Class Description
Sedentary	Exerting up to 10 pounds (4.5 kg) of force occasionally and/or a negligible amount of force frequently or constantly to lift, carry, push, pull, or otherwise move objects, including the human body. Sedentary work involves sitting most of the time, but may involve walking or standing for brief periods of time. Jobs are sedentary if walking and standing are required only occasionally and other sedentary criteria are met.
Light	Exerting up to 20 pounds (9.1 kg) of force occasionally and/or up to 10 pounds (4.5 kg) of force frequently, and/or negligible amount of force constantly to move objects. Physical demand requirements are in excess of those for Sedentary Work. Light Work usually requires walking or standing to a significant degree. However, if the use of the arm and/or leg controls requires exertion of forces greater than that for Sedentary Work and the worker sits most the time, the job is rated Light Work.
Medium	Exerting up to 50 (22.7 kg) pounds of force occasionally, and/or up to 25 pounds (11.3 kg) of force frequently, and/or up to 10 pounds (4.5 kg) of forces constantly to move objects.
Heavy	Exerting up to 100 pounds (45.4 kg) of force occasionally, and/or up to 50 pounds (22.7 kg) of force frequently, and/or in excess of 20 pounds (9.1 kg) of force constantly to move objects.
Very Heavy	Exerting in excess of 100 pounds (45.4 kg) of force occasionally, and/or in excess of 50 pounds (22.7 kg) of force frequently, and/or in excess of 20 pounds (9.1 kg) of force constantly to move objects.

3.2 DOT Components List

Component	Name	Level	Description	Range
SVP Level	Specific Vocational Preparation	1	Short demonstration only	1-9
SVP Level	Specific Vocational Preparation	2	Anything beyond short demonstration up to and including 1 month	1-9
SVP Level	Specific Vocational Preparation	3	Over 1 month up to and including 3 months	1-9
SVP Level	Specific Vocational Preparation	4	Over 3 months up to and including 6 months	1-9
SVP Level	Specific Vocational Preparation	5	Over 6 months up to and including 1 year	1-9
SVP Level	Specific Vocational Preparation	6	Over 1 year up to and including 2 years	1-9
SVP Level	Specific Vocational Preparation	7	Over 2 years up to and including 4 years	1-9
SVP Level	Specific Vocational Preparation	8	Over 4 years up to and including 10 years	1-9
SVP Level	Specific Vocational Preparation	9	Over 10 years	1-9
ReasoningLevel	GED, Reasoning	1	Apply commonsense understanding to carry out simple one- or two-step instructions. Deal with standardized situations with occasional or no variables in or from these situations encountered on the job.	1-6
ReasoningLevel	GED, Reasoning	2	Apply commonsense understanding to carry out detailed but uninvolved written or oral instructions. Deal with problems involving a few concrete variables in or from standardized situations.	1-6
ReasoningLevel	GED, Reasoning	3	Apply commonsense understanding to carry out instructions furnished in written, oral, or diagrammatic form. Deal with problems involving several concrete variables in or from standardized situations.	1-6
ReasoningLevel	GED, Reasoning	4	Apply principles of rational systems to solve practical problems and deal with a variety of concrete variables in situations where only limited standardization exists. Interpret a variety of instructions furnished in written, oral, diagrammatic, or schedule form. (Examples of rational systems include: bookkeeping, internal combustion engines, electric wiring systems, house building, farm management, and navigation.)	1-6
ReasoningLevel	GED, Reasoning	5	Apply principles of logical or scientific thinking to define problems, collect data, establish facts, and draw valid conclusions. Interpret an extensive variety of technical instructions in mathematical or diagrammatic form. Deal with several abstract and concrete variables.	1-6
ReasoningLevel	GED, Reasoning	6	Apply principles of logical or scientific thinking to a wide range of intellectual and practical problems. Deal with nonverbal symbolism (formulas, scientific equations, graphs, musical notes, etc.) in its most difficult phases. Deal with a variety of abstract and concrete variables. Apprehend the most abstruse classes of concepts.	1-6

Component	Name	Level	Description	Range
MathematicsLevel	GED, Mathematics	1	Add and subtract two digit numbers. Multiply and divide 10's and 100's by 2, 3, 4, 5. Perform the four basic arithmetic operations with coins as part of a dollar. Perform operations with units such as cup, pint, and quart; inch, foot, and yard; and ounce and pound.	1-6
MathematicsLevel	GED, Mathematics	2	Add, subtract, multiply, and divide all units of measure. Perform the four operations with like common and decimal fractions. Compute ratio, rate, and percent. Draw and interpret bar graphs. Perform arithmetic operations involving all American monetary units.	1-6
MathematicsLevel	GED, Mathematics	3	Compute discount, interest, profit and loss; commission, markup, and selling price; ratio and proportion; and percentage. Calculate surfaces, volumes, weights, and measures. Algebra: Calculate variables and formulas; monomials and polynomials; ratio and proportion variables; and square roots and radicals. Geometry: Calculate plane and solid figures; circumference, area, and volume. Understand kinds of angles and properties of pairs of angles.	1-6
MathematicsLevel	GED, Mathematics	4	Algebra: Deal with system of real numbers; linear, quadratic, rational, exponential, logarithmic, angle and circular functions, and inverse functions; related algebraic solution of equations and inequalities; limits and continuity; and probability and statistical inference. Geometry: Deductive axiomatic geometry, plane and solid, and rectangular coordinates. Shop Math: Practical application of fractions, percentages, ratio and proportion, measurement, logarithms, slide rule, practical algebra, geometric construction, and essentials of trigonometry.	1-6
MathematicsLevel	GED, Mathematics	5	Algebra: Work with exponents and logarithms, linear equations, quadratic equations, mathematical induction and binomial theorem, and permutations. Calculus: Apply concepts of analytic geometry, differentiations, and integration of algebraic functions with applications. Statistics: Apply mathematical operations to frequency distributions, reliability and validity of tests, normal curve, analysis of variance, correlation techniques, chi-square application and sampling theory, and factor analysis.	1-6
MathematicsLevel	GED, Mathematics	6	Advanced calculus: Work with limits, continuity, real number systems, mean value theorems, and implicit functions theorems. Modern Algebra: Apply fundamental concepts of theories of groups, rings, and fields. Work with differential equations, linear algebra, infinite series, advanced operations methods, and functions of real and complex variables. Statistics: Work with mathematical statistics, mathematical probability and applications, experimental design, statistical inference, and econometrics.	1-6

Component	Name	Level	Description	Range
LanguageLevel	GED, Language	1	Reading: Recognize meaning of 2,500 (two- or three-syllable) words. Read at rate of 95-120 words per minute. Compare similarities and differences between words and between series of numbers. Writing: Print simple sentences containing subject, verb, and object, and series of numbers, names, and addresses. Speaking: Speak simple sentences, using normal word order, and present and past tenses.	1-6
LanguageLevel	GED, Language	2	Reading: Passive vocabulary of 5,000-6,000 words. Read at rate of 190-215 words per minute. Read adventure stories and comic books, looking up unfamiliar words in dictionary for meaning, spelling, and pronunciation. Read instructions for assembling model cars and airplanes. Writing: Write compound and complex sentences, using cursive style, proper end punctuation, and employing adjectives and adverbs. Speaking: Speak clearly and distinctly with appropriate pauses and emphasis, correct pronunciation, variations in word order, using present, perfect, and future tenses.	1-6
LanguageLevel	GED, Language	3	Reading: Read a variety of novels, magazines, atlases, and encyclopedias. Read safety rules, instructions in the use and maintenance of shop tools and equipment, and methods and procedures in mechanical drawing and layout work. Writing: Write reports and essays with proper format, punctuation, spelling, and grammar, using all parts of speech. Speaking: Speak before an audience with poise, voice control, and confidence, using correct English and well-modulated voice.	1-6
LanguageLevel	GED, Language	4	Reading: Read novels, poems, newspapers, periodicals, journals, manuals, dictionaries, thesauruses, and encyclopedias. Writing: Prepare business letters, expositions, summaries, and reports, using prescribed format and conforming to all rules of punctuation, grammar, diction, and style. Speaking: Participate in panel discussions, dramatizations, and debates. Speak extemporaneously on a variety of subjects.	1-6
LanguageLevel	GED, Language	5	Reading: Read literature, book and play reviews, scientific and technical journals, abstracts, financial reports, and legal documents. Writing: Write novels, plays, editorials, journals, speeches, manuals, critiques, poetry, and songs. Speaking: Conversant in the theory, principles, and methods of effective and persuasive speaking, voice and diction, phonetics, and discussion and debate.	1-6
LanguageLevel	GED, Language	6	Reading: Read literature, book and play reviews, scientific and technical journals, abstracts, financial reports, and legal documents. Writing: Write novels, plays, editorials, journals, speeches, manuals, critiques, poetry, and songs. Speaking: Conversant in the theory, principles, and methods of effective and persuasive speaking, voice and diction, phonetics, and discussion and debate.	1-6

3.3 ONET Ability Codes List

ID	Code	Ability Name	Definition	Hierarchy
1	1.A.1	Cognitive Abilities	Abilities that influence the acquisition and application of knowledge in problem solving	1
5	1.A.1.a	Verbal Abilities	Subsection: Verbal Abilities	2
20	1.A.1.a.1	Oral Comprehension	The ability to listen to and understand information and ideas presented through spoken words and sentences.	3
21	1.A.1.a.2	Written Comprehension	The ability to read and understand information and ideas presented in writing.	3
22	1.A.1.a.3	Oral Expression	The ability to communicate information and ideas in speaking so others will understand.	3
23	1.A.1.a.4	Written Expression	The ability to communicate information and ideas in writing so others will understand.	3
6	1.A.1.b	Idea Generation and Reasoning Abilities	Subsection: Idea Generation and Reasoning Abilities	2
24	1.A.1.b.1	Fluency of Ideas	The ability to come up with a number of ideas about a topic (the number of ideas is important, not their quality, correctness, or creativity).	3
25	1.A.1.b.2	Originality	The ability to come up with unusual or clever ideas about a given topic or situation, or to develop creative ways to solve a problem.	3
26	1.A.1.b.3	Problem Sensitivity	The ability to tell when something is wrong or is likely to go wrong. It does not involve solving the problem, only recognizing there is a problem.	3
27	1.A.1.b.4	Deductive Reasoning	The ability to apply general rules to specific problems to produce answers that make sense.	3
28	1.A.1.b.5	Inductive Reasoning	The ability to combine pieces of information to form general rules or conclusions (includes finding a relationship among seemingly unrelated events).	3
29	1.A.1.b.6	Information Ordering	The ability to arrange things or actions in a certain order or pattern according to a specific rule or set of rules (e.g., patterns of numbers, letters, words, pictures, mathematical operations).	3
30	1.A.1.b.7	Category Flexibility	The ability to generate or use different sets of rules for combining or grouping things in different ways.	3
7	1.A.1.c	Quantitative Abilities	Subsection: Quantitative Abilities	2
31	1.A.1.c.1	Mathematical Reasoning	The ability to choose the right mathematical methods or formulas to solve a problem.	3
32	1.A.1.c.2	Number Facility	The ability to add, subtract, multiply, or divide quickly and correctly.	3
8	1.A.1.d	Memory	Subsection: Memory	2
33	1.A.1.d.1	Memorization	The ability to remember information such as words, numbers, pictures, and procedures.	3

ID	Code	Ability Name	Definition	Hierarchy
9	1.A.1.e	Perceptual Abilities	Subsection: Perceptual Abilities	2
34	1.A.1.e.1	Speed of Closure	The ability to quickly make sense of, combine, and organize information into meaningful patterns.	3
35	1.A.1.e.2	Flexibility of Closure	The ability to identify or detect a known pattern (a figure, object, word, or sound) that is hidden in other distracting material.	3
36	1.A.1.e.3	Perceptual Speed	The ability to quickly and accurately compare similarities and differences among sets of letters, numbers, objects, pictures, or patterns. The things to be compared may be presented at the same time or one after the other. This ability also includes comparing a presented object with a remembered object.	3
10	1.A.1.f	Spatial Abilities	Subsection: Spatial Abilities	2
37	1.A.1.f.1	Spatial Orientation	The ability to know your location in relation to the environment or to know where other objects are in relation to you.	3
38	1.A.1.f.2	Visualization	The ability to imagine how something will look after it is moved around or when its parts are moved or rearranged.	3
11	1.A.1.g	Attentiveness	Subsection: Attentiveness	2
39	1.A.1.g.1	Selective Attention	The ability to concentrate on a task over a period of time without being distracted.	3
40	1.A.1.g.2	Time Sharing	The ability to shift back and forth between two or more activities or sources of information (such as speech, sounds, touch, or other sources).	3
2	1.A.2	Psychomotor Abilities	Abilities that influence the capacity to manipulate and control objects	1
12	1.A.2.a	Fine Manipulative Abilities	Subsection: Fine Manipulative Abilities	2
41	1.A.2.a.1	Arm-Hand Steadiness	The ability to keep your hand and arm steady while moving your arm or while holding your arm and hand in one position.	3
42	1.A.2.a.2	Manual Dexterity	The ability to quickly move your hand, your hand together with your arm, or your two hands to grasp, manipulate, or assemble objects.	3
43	1.A.2.a.3	Finger Dexterity	The ability to make precisely coordinated movements of the fingers of one or both hands to grasp, manipulate, or assemble very small objects.	3
13	1.A.2.b	Control Movement Abilities	Subsection: Control Movement Abilities	2
44	1.A.2.b.1	Control Precision	The ability to quickly and repeatedly adjust the controls of a machine or a vehicle to exact positions.	3
45	1.A.2.b.2	Multilimb Coordination	The ability to coordinate two or more limbs (for example, two arms, two legs, or one leg and one arm) while sitting, standing, or lying down. It does not involve performing the activities while the whole body is in motion.	3
46	1.A.2.b.3	Response Orientation	The ability to choose quickly between two or more movements in response to two or more different signals (lights, sounds, pictures). It includes the speed with which the correct response is started with the hand, foot, or other body part.	3
47	1.A.2.b.4	Rate Control	The ability to time your movements or the movement of a piece of equipment in anticipation of changes in the speed and/or direction of a moving object or scene.	3

ID	Code	Ability Name	Definition	Hierarchy
14	1.A.2.c	Reaction Time and Speed Abilities	Subsection: Reaction Time and Speed Abilities	2
48	1.A.2.c.1	Reaction Time	The ability to quickly respond (with the hand, finger, or foot) to a signal (sound, light, picture) when it appears.	3
49	1.A.2.c.2	Wrist-Finger Speed	The ability to make fast, simple, repeated movements of the fingers, hands, and wrists.	3
50	1.A.2.c.3	Speed of Limb Movement	The ability to quickly move the arms and legs.	3
3	1.A.3	Physical Abilities	Abilities that influence strength, endurance, flexibility, balance and coordination	1
15	1.A.3.a	Physical Strength Abilities	Subsection: Physical Strength Abilities	2
51	1.A.3.a.1	Static Strength	The ability to exert maximum muscle force to lift, push, pull, or carry objects.	3
52	1.A.3.a.2	Explosive Strength	The ability to use short bursts of muscle force to propel oneself (as in jumping or sprinting), or to throw an object.	3
53	1.A.3.a.3	Dynamic Strength	The ability to exert muscle force repeatedly or continuously over time. This involves muscular endurance and resistance to muscle fatigue.	3
54	1.A.3.a.4	Trunk Strength	The ability to use your abdominal and lower back muscles to support part of the body repeatedly or continuously over time without 'giving out' or fatiguing.	3
16	1.A.3.b	Endurance	Subsection: Endurance	2
55	1.A.3.b.1	Stamina	The ability to exert yourself physically over long periods of time without getting winded or out of breath.	3
17	1.A.3.c	Flexibility, Balance, and Coordination	Subsection: Flexibility, Balance, and Coordination	2
56	1.A.3.c.1	Extent Flexibility	The ability to bend, stretch, twist, or reach with your body, arms, and/or legs.	3
57	1.A.3.c.2	Dynamic Flexibility	The ability to quickly and repeatedly bend, stretch, twist, or reach out with your body, arms, and/or legs.	3
58	1.A.3.c.3	Gross Body Coordination	The ability to coordinate the movement of your arms, legs, and torso together when the whole body is in motion.	3
59	1.A.3.c.4	Gross Body Equilibrium	The ability to keep or regain your body balance or stay upright when in an unstable position.	3
4	1.A.4	Sensory Abilities	Abilities that influence visual, auditory and speech perception	1
18	1.A.4.a	Visual Abilities	Subsection: Visual Abilities	2
60	1.A.4.a.1	Near Vision	The ability to see details at close range (within a few feet of the observer).	3
61	1.A.4.a.2	Far Vision	The ability to see details at a distance.	3
62	1.A.4.a.3	Visual Color Discrimination	The ability to match or detect differences between colors, including shades of color and brightness.	3
63	1.A.4.a.4	Night Vision	The ability to see under low light conditions.	3
64	1.A.4.a.5	Peripheral Vision	The ability to see objects or movement of objects to one's side when the eyes are looking ahead.	3
65	1.A.4.a.6	Depth Perception	The ability to judge which of several objects is closer or farther away from you, or to judge the distance between you and an object.	3
66	1.A.4.a.7	Glare Sensitivity	The ability to see objects in the presence of glare or bright lighting.	3

ID	Code	Ability Name	Definition	Hierarchy
19	1.A.4.b	Auditory and Speech Abilities	Subsection: Auditory and Speech Abilities	2
67	1.A.4.b.1	Hearing Sensitivity	The ability to detect or tell the differences between sounds that vary in pitch and loudness.	3
68	1.A.4.b.2	Auditory Attention	The ability to focus on a single source of sound in the presence of other distracting sounds.	3
69	1.A.4.b.3	Sound Localization	The ability to tell the direction from which a sound originated.	3
70	1.A.4.b.4	Speech Recognition	The ability to identify and understand the speech of another person.	3
71	1.A.4.b.5	Speech Clarity	The ability to speak clearly so others can understand you.	3

Document Revision History

Date	Reason For Changes	Document Version
8/1/2021	Initial Version	1.0
12/6/2023	Minor Changes and Corrections	1.1