Veterans Affairs Spending

Issaquena County, MS (2022)

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MISSISSIPPI STATE UNIVERSITY
CENTER FOR AMERICA'S VETERANS

MISSISSIPPI STATE UNIVERSITY
EXTENSION

United States Population/Expend Category	2018	2019	2020	2021	2022
Veteran Population	19,508,946	19,119,131	19,465,698	19,088,805	18,522,638
Total Veteran Affairs (VA) Expenditures	$180,603,860,664	$202,404,735,805	$217,953,742,328	$224,121,984,595	$266,753,154,539
Compensation & Pension Expenditures	$82,776,199,272	$97,637,686,281	$104,566,124,781	$111,805,034,327	$134,608,478,955
Education/Voc Rehab/Employment Exp	$13,178,383,693	$13,810,757,929	$12,688,057,485	$11,583,464,604	$10,750,399,057
Insurance & Indemnities Expenditures	$1,466,226,995	$1,401,616,153	$1,274,360,771	$1,213,601,219	$855,651,111
Unique Medical Patients	6,115,733	6,159,661	6,108,277	6,322,423	6,219,183
Medical Care Expenditures	$71,303,324,777	$77,802,983,515	$86,807,908,368	$88,217,521,161	$103,704,023,717

Source: U.S. Department of Veterans Affairs, National Center for Veterans Analysis and Statistics

State of Mississippi Population/Expend Category	2018	2019	2020	2021	2022
Veteran Population	189,085	186,702	185,462	182,774	181,855
Total Veteran Affairs (VA) Expenditures	$1,778,520,178	$2,046,100,126	$2,227,333,457	$2,260,382,789	$2,718,673,694
Compensation & Pension Expenditures	$854,730,773	$1,026,348,169	$1,108,022,586	$1,187,540,916	$1,437,256,938
Education/Voc Rehab/Employment Exp	$74,722,057	$86,211,003	$85,280,501	$76,707,888	$73,992,699
Insurance & Indemnities Expenditures	$9,907,015	$10,931,075	$9,406,450	$8,197,178	$5,783,236
Unique Medical Patients	67,824	67,697	67,092	68,149	66,893
Medical Care Expenditures	$802,964,318	$886,074,097	$969,665,615	$975,859,857	$1,165,841,329

Source: U.S. Department of Veterans Affairs, National Center for Veterans Analysis and Statistics

Issaquena County, MS Population/Expend Category	2018	2019	2020	2021	2022
Veteran Population	67	64	44	44	43
Total Veteran Affairs (VA) Expenditures	$323,395	$359,013	$401,812	$485,136	$439,537
Compensation & Pension Expenditures	$48,893	$133,313	$90,772	$139,810	$207,183
Education/Voc Rehab/Employment Exp	$17,778	$2,147	$5,170	$35,487	$7,236
Insurance & Indemnities Expenditures	$0	$0	$0	$31	$0
Unique Medical Patients	24	28	28	31	28
Medical Care Expenditures	$256,724	$223,553	$305,870	$309,808	$225,118

Source: U.S. Department of Veterans Affairs, National Center for Veterans Analysis and Statistics

For further information regarding Mississippi State University's Center for America's Veterans or veteran programs, please contact Brian Locke, U.S. Army LTC (Ret), at blocke@saffairs.msstate.edu or 662.325.6719.
For further information regarding data and analysis contained in these profiles, please contact Alan Barefield at alan.barefield@msstate.edu or 662.325.7995.

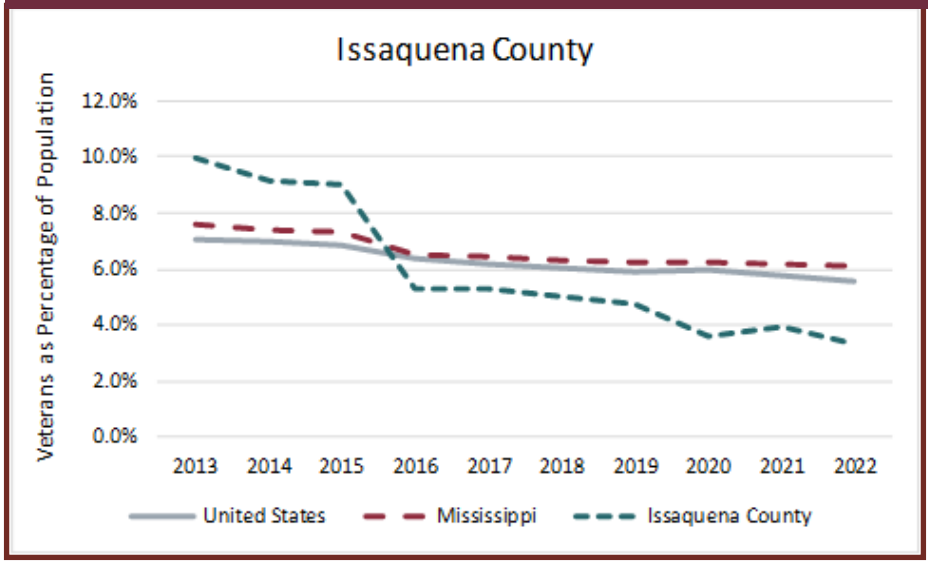
Issaquena County, MS Economic Impacts	Employment	Labor Income	Value Added	Industry Sales
Impact Type				
Direct Effect	2.2	$92,849	$82,307	$184,895
Indirect Effect	0.1	$2,056	$3,987	$10,125
Induced Effect	0.4	$6,121	$31,482	$59,103
Total Effect	**2.6**	**$101,026**	**$117,776**	**$254,122**
Specific Industry Effects				
Agriculture	0.0	$412	$424	$776
Mining	0.0	$0	$0	$0
Construction	0.0	$3	$1	$61
Manufacturing	0.0	$1	$5	$144
Transportation, Insurance, Public Utilities	0.0	$1,193	$2,358	$7,928
Trade	0.1	$420	$2,133	$8,038
Health Care and Social Assistance	2.3	$94,743	$84,024	$188,951
Service	0.2	$3,959	$28,535	$47,892
Government	0.0	$295	$296	$332

Source: IMPLAN and U.S. Department of Veterans Affairs, National Center for Veterans Analysis and Statistics

Issaquena County, MS Tax Revenue Type	County Tax	State Tax
Income Taxes	$	$1,109
Sales Taxes	$	$2,448
Property Taxes	$71	$0
Other Taxes	$9,191	-$17,492
Total State & Local Tax Revenues	**$9,262**	**-$13,936**

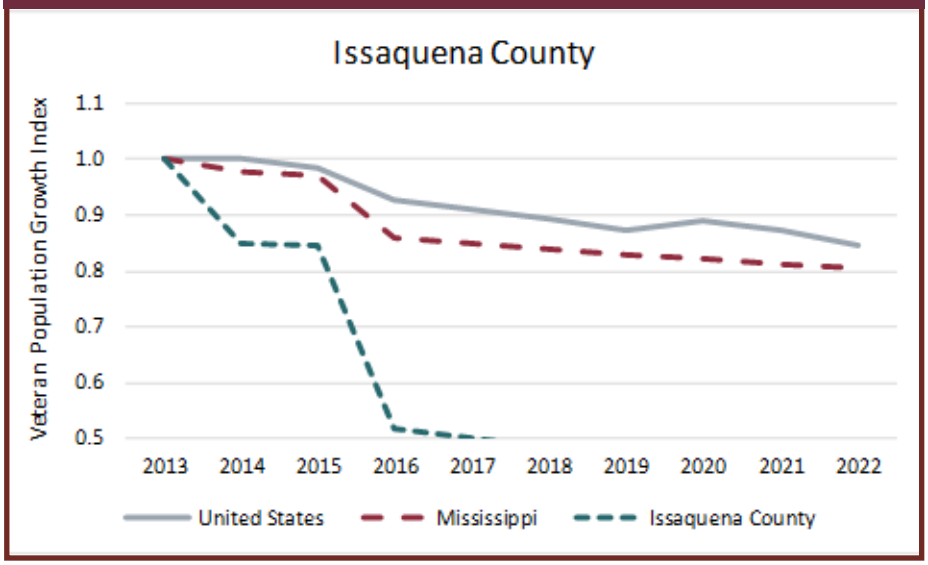
Issaquena County, MS Tax Revenue Type	Revenue Amount
Income Taxes	$3,643
Social Insurance Taxes	$13,309
Production & Import Taxes	$117
Corporate Profits Taxes	$803
Total Federal Tax Revenues	**$17,871**

Veterans as Percentage of Total Population



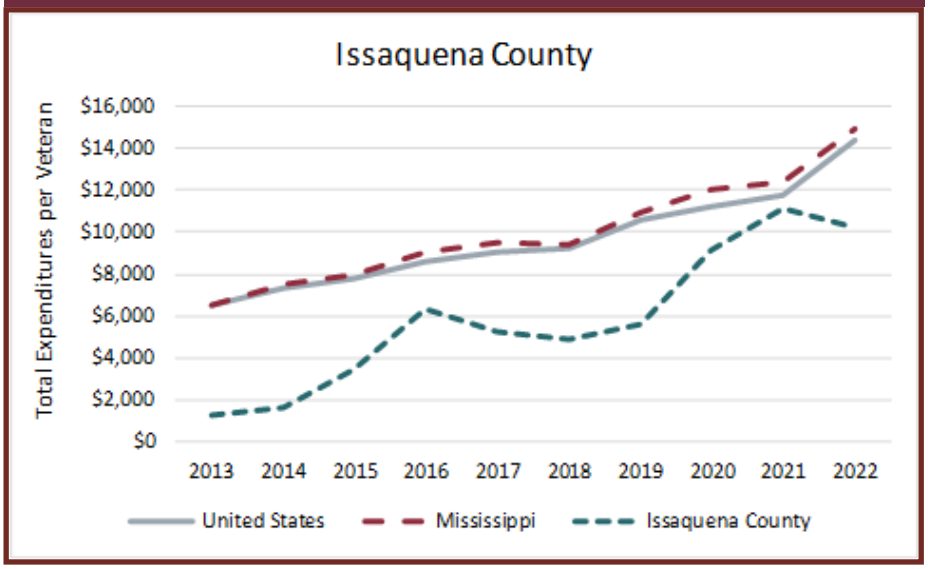
This graph depicts veterans as a percentage of the total population by the state/county of residence. Data were obtained from the National Center for Veterans Analysis and Statistics, U.S. Department of Veterans Affairs.

Veteran Population Growth Index (2010=Base Year)



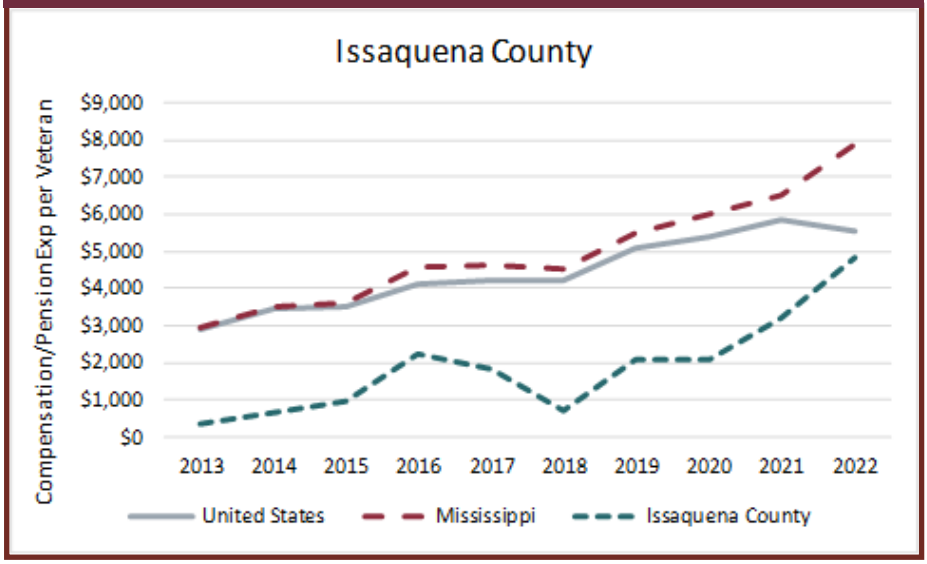
This graph depicts the growth of the veteran population as an index where the year 2012=100 based upon the state/county of residence. To calculate the index, each succeeding year's veteran population was divided by the 2011 veteran population. An index value above 1.0 indicates that the veteran population is growing; an index below 1.0 indicates that the veteran population is declining. Data were obtained from the National Center for Veterans Analysis and Statistics, U.S. Department of Veterans Affairs.

Total Expenditures per Veteran



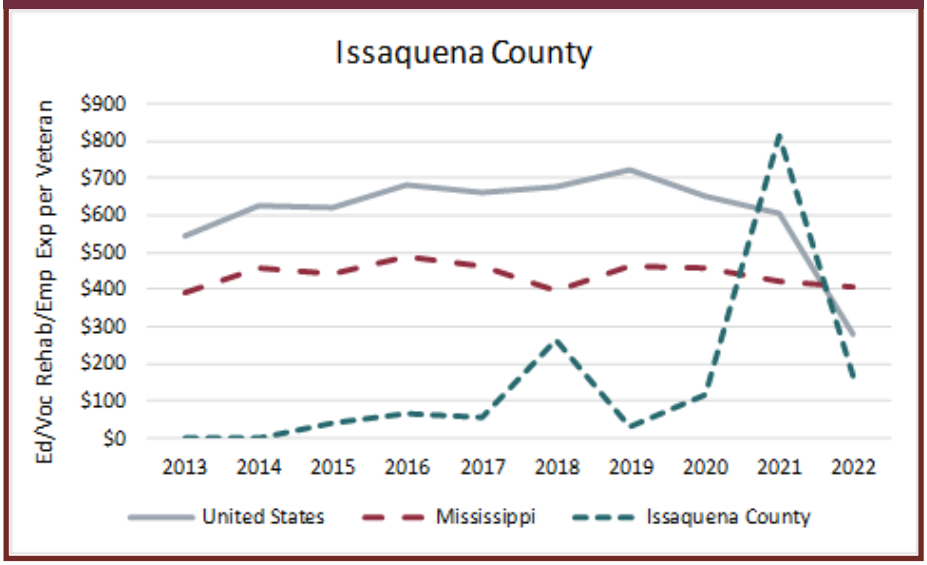
This graph depicts the average (mean) level of total Veterans Affairs expenditures per veteran by the state/county of residence. Specific VA categories included in Total Expenditures include *Compensation and Pension*; *Education and Vocational Rehabilitation and Employment*; *Insurance and Indemnities*; *Construction and Related Costs*; *General Operating Expenses*; *Loan Guaranty*; and *Medical Expenditures*. Data were obtained from the National Center for Veterans Analysis and Statistics, U.S. Department of Veterans Affairs.

Compensation/Pension Expenditures per Veteran



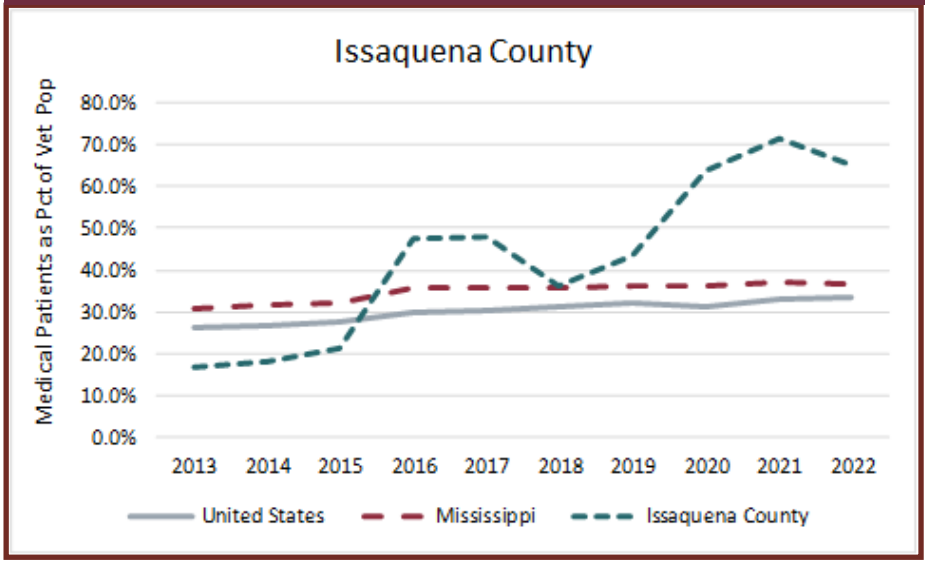
This graph depicts the average (mean) level of compensation and pension expenditures per veteran by the state/county of residence. This includes expenditures for compensation payments, pension payments, *Dependency and Indemnity Compensation*, and burial allowances. Most expenditures in this category reflect monthly payments to individuals. Data were obtained from the National Center for Veterans Analysis and Statistics, U.S. Department of Veterans Affairs.

Education, Vocational Rehabilitation, and Employment Expenditures per Veteran



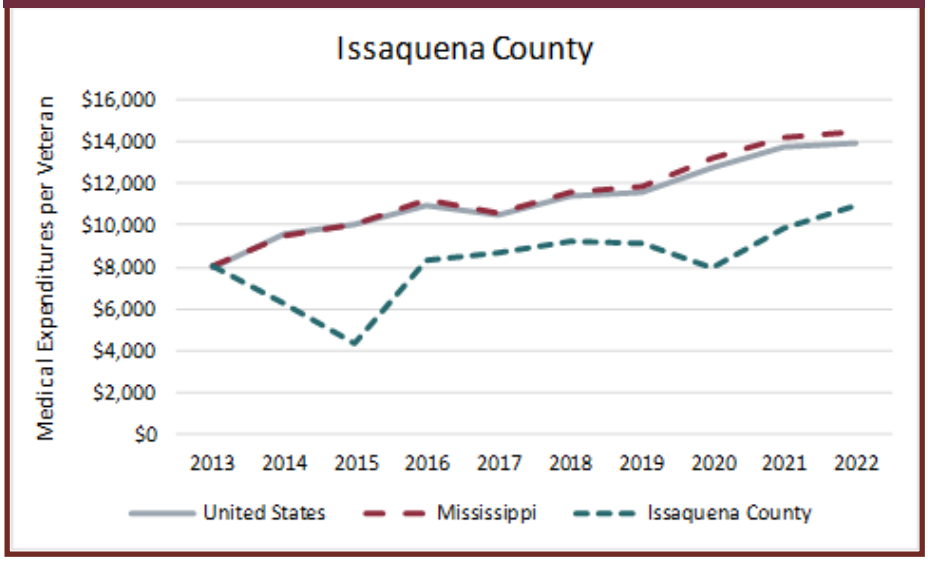
This graph depicts the average (mean) level of education, vocational rehabilitation and employment expenditures per veteran by the state/county of residence. This includes expenditures for auto & adaptive equipment, specially adapted housing, *Chapter 35*, *Chapter 31*, *Chapter 32*, *Chapter 1606*, *Chapter 1607*, *Chapter 30*, and *Chapter 33* (these chapters are enumerated in the Data Key at the end of the publication). Data were obtained from the National Center for Veterans Analysis and Statistics, U.S. Department of Veterans Affairs.

Medical Patients as Percentage of Veteran Population



This graph depicts the percentage of unique medical patients as a percentage of the total veteran population by the state/county of residence. Data were obtained from the National Center for Veterans Analysis and Statistics, U.S. Department of Veterans Affairs.

Medical Expenditures per Medical Patient



This graph depicts the average (mean) level of medical expenditures per unique medical patient by the state/county of residence. This includes expenditures for medical care, the *General Post Fund*, medical and prosthetic research, miscellaneous accounts, and *Choice Act* funds. Data were obtained from the National Center for Veterans Analysis and Statistics, U.S. Department of Veterans Affairs.

MISSISSIPPI COUNTY VETERANS AFFAIRS BENEFITS PROFILES DATA KEY

Total Population, 2017-2021
Data were obtained from the U.S. Census Bureau's County Population Totals: 2017-2021.
https://data.census.gov/

Veteran Population and Benefits, 2017-2021
Data were obtained from the National Center for Veterans Analysis and Statistics, U.S. Department of Veterans Affairs (GDX tables for years 2017-2021).
https://www.va.gov/vetdata/Expenditures.asp

Following are selected usage notes regarding the use of these data.
A Note on Using the Geographic Distribution of VA Expenditures (GDX) Data
The Compensation and Pension (C&P); Education, Vocational Rehabilitation, and Employment (EVRE); and Insurance and Indemnities categories represent programs that veterans or other beneficiaries must choose to participate in. The number of beneficiaries for these programs is not shown in GDX. Therefore, it is not recommended that the Veteran Population in Column B be used to create a "per person" or "average" expenditure for these categories, as the population is significantly different than the number of beneficiaries. The numbers of program participants for these categories are found in the Veterans Benefits Administration's (VBA) Annual Benefits Report.

Similarly, it is not recommended that the population be used to create an average for Total Expenditures, Construction, Loan Guaranty, and General Operating Expenses, as these expenditures are either not spent directly on beneficiaries or also depend on the number of unique users.

Medical Care expenditures should be used with the number of unique patients. However, please note that a portion of the Medical Care expenditures is not spent directly on patients, such as prosthetic research.

Summary of Expenditures by State
Total expenditure figures for each category may vary from other sources of data. This can result for several reasons:
a) Other sources may show Obligations or Net Outlays rather than Expenditures.
b) GDX contains expenditures for all 50 states, the District of Columbia, Puerto Rico, and Guam. Other sources may present worldwide figures, may not include Puerto Rico and Guam, or may include another combination of geographic areas.
c) Other sources may include programs that are excluded from GDX. GDX may also include programs that are excluded from other sources.

Veteran Population
As of FY 2018, the estimated veteran population data by state and county are based on the VA VetPop2016 model. This model is VA's source for official estimates and projections of the veteran population.

Compensation and Pension
The Compensation and Pension (C&P) category includes expenditures for the following categories: compensation payments, pension payments, Dependency and Indemnity Compensation, and burial allowances. Most expenditures reported in this category reflect monthly payments made to individuals. Retroactive payments and one-time payments are also included. Data are obtained from ***https://www.usaspending.gov****.*

Education and Vocational Rehabilitation and Employment
Education and Vocational Rehabilitation and Employment (EVRE) are separate programs, but are combined into one category for display purposes in GDX. Expenditures in this category include: automobile and adaptive equipment, specially adapted housing, Survivors' and Dependents' Educational Assistance (Chapter 35), Vocational Rehabilitation for Disabled Veterans (Chapter 31), Post-Vietnam Era Veterans' Educational Assistance (Chapter 32), Montgomery G.I. Bill for Selected Reserves (Chapter 1606), Reserve Educational Assistance Program (Chapter 1607), Montgomery G.I. Bill (Chapter 30), and Post-9/11 Veterans Educational Assistance (Chapter 33). Expenditure data for E&VRE are also obtained from ***https://www.usaspending.gov****.*

Insurance and Indemnities
The data reported for this category are provided by the VA Regional Office and Insurance Center (RO&IC) in Philadelphia, Pennsylvania. This category consists of VA expenditures for death claims, matured endowments, dividends, cash surrender payments, total disability income provision payments, and total and permanent disability benefits payments. It includes Veterans Group Life Insurance, National Service Life Insurance, Service Disabled Veterans Life Insurance, United States Government Life Insurance, Veterans Reopened Insurance, and Veterans Special Life Insurance. It does not include Traumatic Injury Protection Under Servicemembers' Group Life Insurance, Family Servicemembers' Group Life Insurance, or Servicemembers' Group Life Insurance.

Construction and Related Costs

The Construction expenditures category includes funding for Major Projects, Minor Projects, Grants for Construction of State Extended Care Facilities, and Grants for Construction of State Veterans Cemeteries. The source of the Construction data is the Financial Management System (FMS).

General Operating Expenses

General Operating Expenses (GOE) represent the costs necessary to provide administration and oversight for the benefits provided by VA. This includes costs for overhead and human resources. This category does not include payments made directly to beneficiaries. The source of the GOE data is FMS.

Medical Expenditures

Medical expenditures data come from both the Allocation Resource Center (ARC) and FMS. The specific programs reported for this category are: medical care, General Post Fund, medical and prosthetic research, and miscellaneous accounts. Choice Act funds are also included.

Unique Patients

The count of unique patients is based on the home residence of the patient. The number of patients, along with associated county and congressional district codes, are provided by the ARC.

Economic Impact Estimates

The economic impact estimates contained in this profile were derived using the 2020 estimates from the National Center for Veterans Analysis and Statistics, U.S. Department of Veterans Affairs, and the 2019 input-output relationships from IMPLAN (a proprietary economic impact estimation software package—**https://www.implan.com**). Definitions of individual economic effects are as follows:

Direct Effects — represent the initial change to industries considered relevant to the VA dataset. Industries used are construction of new healthcare facilities (*GDX Construction* expenditures); community food, housing, and other relief services, including rehabilitation services (*GDX Education and Vocational Rehabilitation and Employment* expenditures); other support services (*GDX General Operating Expenses* expenditures); offices of physicians, offices of dentists, hospitals, residential mental retardation-mental health-substance abuse-other facilities, and other ambulatory health care services (*Medical Care* expenditures apportioned by the VA spending found in Volume II of the Current Fiscal Year Budget Submission).

Indirect Effects — represent changes in inter-industry transactions when supplying industries respond to demand changes from directly affected industries (the direct effects above).

Induced Effects — represent changes in local spending that result from income changes in the directly and indirectly affected industry sectors. These effects include *GDX Compensation* and *GDX Pension* expenditures as well as *Insurance and Indemnities* expenditures since these payments are typically made to individuals.

Employment — annual average of monthly jobs in the industry. A job can be either part-time or full-time, and a person can hold more than one job (the employment or job count is not necessarily the same as the count of employed persons).

Labor Income — all forms of employment income, including employee compensation (wages and benefits) and proprietor income.

Value Added — represents the difference between an industry's total output and the cost of its intermediate inputs: gross outputs (sales or receipts plus other operating income plus inventory change) minus intermediate inputs (consumption of goods and services purchased from other industries or imported).

Output — represents the value of production by an industry in a calendar year.

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By **Alan Barefield**, Extension Professor, Department of Agricultural Economics, **Brian S. Locke**, Director, G.V. "Sonny" Montgomery Center for America's Veterans, and **Kylie E. May**, Student Assistant, Department of Agricultural Economics.

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