

Sullivan County

Legislation Details (With Text)

File #: ID-5412 Version: 1 Name:

Type: Resolution Status: Passed

File created: 3/20/2023 In control: County Legislature

On agenda: 4/20/2023 Final action: 4/20/2023 Enactment date: 4/20/2023 Enactment #: 185-23

Title: To amend the Management Confidential Employee Salary Schedule.

Sponsors:

Indexes:

Code sections:

Attachments:

Date	Ver.	Action By	Action	Result
4/20/2023	1	Executive Committee	carried at Committee	Pass
4/20/2023	1	County Legislature	adopted	Pass

Narrative of Resolution:

To amend the Management Confidential Employee Salary Schedule.

If Resolution requires expenditure of County Funds, provide the following information:

Amount to be authorized by Resolution: 0

Are funds already budgeted? Choose an item.

Specify Compliance with Procurement Procedures:

N/A

WHEREAS, the Sullivan County Legislature adopted a Management Confidential Employee Salary Schedule on December 14, 2021 via Legislative Resolution No. 459-21, and an amended schedule on December 15, 2022 via Legislative Resolution No. 309-22; and

WHEREAS, there is a need to amend the section that states "Positions above shall receive no less than 3% higher than any direct subordinate staff (calculations shall not include overtime)," and should be replaced with "Positions above shall receive no less than 3% higher than any direct subordinate staff, excluding medical professional staff (calculations shall not include overtime)"

NOW THEREFORE BE IT RESOLVED, the Sullivan County Legislature hereby amends the Management Confidential Employee Salary Schedule to replace existing section that states "Positions above shall receive no less than 3% higher than any direct subordinate staff (calculations shall not include overtime)," with "Positions above shall receive no less than 3% higher than any direct subordinate staff, excluding medical professional staff where a direct supervisor is not licensed in that field (calculations shall not include overtime)", i.e. Psychiatrist, and OT/PT Supervisor