

RESOLUTION NO. ____-2022

**RESOLUTION OF THE FORT BRAGG CITY COUNCIL
AUTHORIZING ESTABLISHMENT OF THE EXEMPT, EXECUTIVE
MANAGEMENT POSITION OF ASSISTANT CITY MANAGER AND
CONFIRMING THE PAY RATES/RANGES FOR ALL CITY OF FORT BRAGG
ESTABLISHED CLASSIFICATIONS**

WHEREAS, the Fort Bragg City Council approves all salary schedules which include classifications titles and compensation rates; and

WHEREAS, the establishment of this Resolution meets the requirements of California Code of Regulations Section 570.5 as confirmed by CalPERS; and

WHEREAS, the Fort Bragg City Council approved the latest salary schedule through Resolution 4545-2022, adopted May 23, 2022, which established salary schedules for all Employees; and

WHEREAS, the City of Fort Bragg requires the classification of Assistant City Manager be created to provide a promotional opportunity in the Administrative Services Department and to assist in providing comprehensive management assistance to the City Manager and to assist in covering the tasks and duties associated with the vacancy created by the promotion of the Assistant to the City Manager to the Assistant City Manager classification; and

WHEREAS, the California Public Employees' Retirement System code requires the City to have a publicly adopted and posted salary schedule; and

WHEREAS, the full salary schedule is allocated in the Proposed FY 2022/2023 budget; and

WHEREAS, the full salary schedule is available on the City's website.

NOW, THEREFORE, BE IT RESOLVED that the City Council of Fort Bragg does hereby adopt the City of Fort Bragg Master Salary Rate Compensation Plan as presented in "Exhibit A" effective July 1, 2022.

The above and foregoing Resolution was introduced by Councilmember _____, seconded by Councilmember _____, and passed and adopted at a regular meeting of the City Council of the City of Fort Bragg held on the 27th day of June, 2022, by the following vote:

**AYES:
NOES:
ABSENT:
ABSTAIN:
RECUSED:**

**BERNIE NORVELL
Mayor**

ATTEST:

**June Lemos, MMC
City Clerk**