

RESOLUTION NO. _____

A RESOLUTION OF THE CITY COMMISSION OF THE CITY OF HOLLYWOOD, FLORIDA, REVISING THE COMPREHENSIVE PAY PLAN FOR NON-REPRESENTED EMPLOYEES.

WHEREAS, over the years, the City Commission approved the guidelines for the implementation and administration of the classification and pay plan for non-represented positions; and

WHEREAS, annually, the City Commission approves the Comprehensive Pay Plan for non-represented employees, including provisions for salary and benefits for the City Commission; and

WHEREAS, it is a best practice to provide a comprehensive document that defines pay and benefits in one convenient location that is easy to reference; and

WHEREAS, the City Manager, in conjunction with the Office of Human Resources, recognizes the need to review and revise the comprehensive pay plan annually for non-represented employees as a result of their civil service, appointed, elected or other working relationship with the City of Hollywood, in the form attached as Exhibit "A" ("Comprehensive Pay Plan"), to maintain competitive employment conditions; and

WHEREAS, the City Manager and the Human Resources Director recommend approval of the revised Comprehensive Pay Plan by adoption of this Resolution.

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COMMISSION OF THE CITY OF HOLLYWOOD, FLORIDA:

Section 1: That the foregoing "WHEREAS" clauses are ratified and confirmed as being true and correct and are incorporated in this Resolution.

Section 2: That the attached Comprehensive Pay Plan for non-represented employees attached as Exhibit "A" is adopted.

RESOLUTION REVISING THE COMPREHENSIVE PAY PLAN FOR NON-REPRESENTED EMPLOYEES.

Section 3: That this Resolution shall be in full force and effect immediately upon its passage and adoption.

PASSED AND ADOPTED this _____ day of _____, 2018.

JOSH LEVY, MAYOR

ATTEST:

PATRICIA A. CERNY, MMC
CITY CLERK

APPROVED AS TO FORM AND LEGAL SUFFICIENCY for the use and reliance of the City of Hollywood, Florida only:

DOUGLAS R. GONZALES
CITY ATTORNEY