



## Legislation Details (With Text)

<b>File #:</b>	29239	<b>Version:</b>	1	<b>Name:</b>	Recreate the 0.5 FTE position (#4416) of "Community Services Specialist 2" (CG18/R08) as a 0.6 FTE position in the Community Development Division budget.
<b>Type:</b>	Resolution	<b>Status:</b>			Passed
<b>File created:</b>	2/22/2013	<b>In control:</b>			BOARD OF ESTIMATES (ended 4/2017)
<b>On agenda:</b>	3/19/2013	<b>Final action:</b>			3/19/2013
<b>Enactment date:</b>	3/20/2013	<b>Enactment #:</b>			RES-13-00188

**Title:** Recreate the 0.5 FTE position (#4416) of "Community Services Specialist 2" (CG18/R08) as a 0.6 FTE position in the Community Development Division budget.

**Sponsors:** Paul R. Soglin

**Indexes:**

**Code sections:**

**Attachments:** 1. BOEMemo Comm Serv Spec 2.pdf

Date	Ver.	Action By	Action	Result
3/19/2013	1	COMMON COUNCIL	Adopt	Pass
3/11/2013	1	BOARD OF ESTIMATES (ended 4/2017)	RECOMMEND TO COUNCIL TO ADOPT - REPORT OF OFFICER	Pass
3/5/2013	1	COMMON COUNCIL	Referred	
2/22/2013	1	Human Resources Department	Referred for Introduction	

### Fiscal Note

The 2013 budget of the Community Development Division includes funding for fully prorated benefits for the position (as with any other City, permanent, half-time position). Therefore, the estimated additional annual cost is approximately \$3,400 (\$2,500 in salary expense, plus \$900 in benefit expense), and will need to be included in future budgets. In 2013, any additional costs can likely be accommodated within the existing budget of the Community Development Division through careful management of the agency's salary savings.

### Title

Recreate the 0.5 FTE position (#4416) of "Community Services Specialist 2" (CG18/R08) as a 0.6 FTE position in the Community Development Division budget.

### Body

Resolution that position #4416 of "Community Services Specialist 2" in Compensation Group 18, Range 08, currently certified as a 0.5 FTE, be recreated as a 0.6 FTE position in the permanent salary detail of the Community Development Division budget, thereof.