



Legislation Details (With Text)

File #: 51891 **Version:** 1 **Name:** Recreating a Landscape Architect 3 position (#1421) in CG18, R10 as an Engineer 3 in the same CG and Range in the Parks Division operating budget.

Type: Resolution **Status:** Passed

File created: 5/29/2018 **In control:** FINANCE COMMITTEE

On agenda: 6/19/2018 **Final action:** 6/19/2018

Enactment date: 6/25/2018 **Enactment #:** RES-18-00476

Title: Recreating a Landscape Architect 3 position (#1421) in CG18, R10 as an Engineer 3 in the same CG and Range in the Parks Division operating budget.

Sponsors: Paul R. Soglin

Indexes:

Code sections:

Attachments:

Date	Ver.	Action By	Action	Result
6/19/2018	1	COMMON COUNCIL	Adopt	Pass
6/11/2018	1	FINANCE COMMITTEE	RECOMMEND TO COUNCIL TO ADOPT - REPORT OF OFFICER	Pass
6/5/2018	1	COMMON COUNCIL	Refer	Pass
5/29/2018	1	Human Resources Department	Referred for Introduction	

Fiscal Note

The proposed resolution recreates a Landscape Architect 3 position (#1421) in CG18, R10 as an Engineer 3 in the same Comp Group and Range in the Parks Division operating budget. The position is currently filled with an Engineer and the incumbent will remain in the position. There is no fiscal impact of the change.

Title

Recreating a Landscape Architect 3 position (#1421) in CG18, R10 as an Engineer 3 in the same CG and Range in the Parks Division operating budget.

Body

WHEREAS, position #1421 in the Parks Division operating budget is identified as a Landscape Architect 3, and

WHEREAS, the Parks Division has filled this Landscape Architect position with an Engineer to meet agency needs, and

WHEREAS, the Parks Division has concluded that it has an ongoing need for an Engineer within this work unit, and

WHEREAS, both a Landscape Architect 3 and an Engineer 3 are in the same CG and Range, resulting in no fiscal impact to hiring an Engineer,

NOW THEREFORE BE IT RESOLVED that position #1421 of Landscape Architect 3 be deleted and recreated as an Engineer 3 in the Parks Division operating budget, thereof.