



Legislation Details (With Text)

File #:	47969	Version:	1	Name:	Create a new classification of Principal Architect in CG18, R15; and recreate a 1.0 FTE Architect 4 position (#4309) in the Engineering Division budget as a Principal Architect, to be filled through an internal competitive process.
Type:	Resolution	Status:			Passed
File created:	7/6/2017	In control:			FINANCE COMMITTEE
On agenda:	8/1/2017	Final action:			8/1/2017
Enactment date:	8/8/2017	Enactment #:			RES-17-00645
Title:	Create a new classification of Principal Architect in CG18, R15; and recreate a 1.0 FTE Architect 4 position (#4309) in the Engineering Division budget as a Principal Architect, to be filled through an internal competitive process.				
Sponsors:	Paul R. Soglin				
Indexes:					
Code sections:					
Attachments:	1. PB Memo Architect 4 Eng 7-2017.pdf, 2. Principal Architect 7-2017.pdf				

Date	Ver.	Action By	Action	Result
8/1/2017	1	COMMON COUNCIL	Adopt	Pass
7/24/2017	1	FINANCE COMMITTEE	RECOMMEND TO COUNCIL TO ADOPT - REPORT OF OFFICER	Pass
7/19/2017	1	PERSONNEL BOARD	Return to Lead with the Recommendation for Approval	Pass
7/18/2017	1	FINANCE COMMITTEE	Refer	
7/18/2017	1	COMMON COUNCIL	Refer	Pass
7/6/2017	1	Human Resources Department	Referred for Introduction	

Fiscal Note

The proposed resolution changes the classification of existing position #4309 within the Engineering Division budget from "Architect 4" to "Principal Architect". The position will maintain the same compensation group and range of CG18-RG15, and therefore has no fiscal impact.

Title

Create a new classification of Principal Architect in CG18, R15; and recreate a 1.0 FTE Architect 4 position (#4309) in the Engineering Division budget as a Principal Architect, to be filled through an internal competitive process.

Body

Resolution to create a new classification of Principal Architect in Compensation Group 18, Range 15; and to recreate a 1.0 FTE Architect 4 position (#4309) as a Principal Architect in CG18- 15, within the Engineering Division budget, thereof.