



### Legislation Details (With Text)

**File #:** 73727      **Version:** 1      **Name:** Recreate the 1.0 FTE position #4499 of Architect 3 as an Architect 4 and reallocate the employee, A. Scanlon, to the new position, within the Engineering Division operating budget.

**Type:** Resolution      **Status:** Passed

**File created:** 9/14/2022      **In control:** Human Resources Department

**On agenda:** 10/11/2022      **Final action:** 10/11/2022

**Enactment date:** 10/17/2022      **Enactment #:** RES-22-00708

**Title:** Recreate the 1.0 FTE position #4499 of Architect 3 as an Architect 4 and reallocate the employee, A. Scanlon, to the new position, within the Engineering Division operating budget.

**Sponsors:** Satya V. Rhodes-Conway

**Indexes:**

**Code sections:**

**Attachments:** 1. PB Memo Arch Eng Position Study 9-2022 v2.pdf

Date	Ver.	Action By	Action	Result
10/11/2022	1	COMMON COUNCIL	Adopt	Pass
9/28/2022	1	FINANCE COMMITTEE	RECOMMEND TO COUNCIL TO ADOPT - REPORT OF OFFICER	Pass
9/21/2022	1	PERSONNEL BOARD	Return to Lead with the Recommendation for Approval	Pass
9/20/2022	1	FINANCE COMMITTEE	Referred	
9/20/2022	1	COMMON COUNCIL	Refer	
9/14/2022	1	Human Resources Department	Referred for Introduction	

#### Fiscal Note

The proposed resolution recreates an Architect 3 position as an Architect 4 and reallocates the incumbent to the new position, effective February 6, 2022. The estimated annualized cost increase of this change is between \$9,800 and \$14,000. Any additional costs in 2022 will be accommodated within Engineering's existing budget authority.

#### Title

Recreate the 1.0 FTE position #4499 of Architect 3 as an Architect 4 and reallocate the employee, A. Scanlon, to the new position, within the Engineering Division operating budget.

#### Body

Resolution to recreate a 1.0 FTE position #4499 of Architect 3 as an Architect 4 in CG18, R12; and reallocate the employee, A. Scanlon, to the new position, within the permanent salary detail of the Engineering Division operating budget, thereof.