

POSITION ADJUSTMENT REQUEST

C.43

NO. 22242
DATE 2/21/2018Department Health ServicesDepartment No./
Budget Unit No. 0540 Org No. _____ Agency No. 18

Action Requested: Add one Facilities Maintenance Manager (GFDG) position

Proposed Effective Date: 3/14/2018Classification Questionnaire attached: Yes ☐ No ☒ / Cost is within Department's budget: Yes ☒ No ☐

Total One-Time Costs (non-salary) associated with request: _____

Estimated total cost adjustment (salary / benefits / one time):

Total annual cost \$165,936.00Net County Cost \$0.00Total this FY \$14,000.00N.C.C. this FY \$0.00SOURCE OF FUNDING TO OFFSET ADJUSTMENT Hospital Enterprise FundsDepartment must initiate necessary adjustment and submit to CAO.
Use additional sheet for further explanations or comments.

Anna Roth, Health Services Director

(for) Department Head

REVIEWED BY CAO AND RELEASED TO HUMAN RESOURCES DEPARTMENT

Lisa Driscoll, County Finance Director

2/21/2018

Deputy County Administrator

Date

HUMAN RESOURCES DEPARTMENT RECOMMENDATIONS

DATE 3/1/2018

ADOPT Position Adjustment Resolution No. 22242 to add one full-time Facilities Maintenance Manager (GFDG)(represented) at salary plan and grade ZA5 1960 (\$8302-\$10,091) in the Health Services Department.

Amend Resolution 71/17 establishing positions and resolutions allocating classes to the Basic / Exempt salary schedule.

Effective: ☒ Day following Board Action.☐ _____(Date)

Marta Goc

3/1/2018

(for) Director of Human Resources

Date

COUNTY ADMINISTRATOR RECOMMENDATION:

DATE _____

- ☒
- Approve Recommendation of Director of Human Resources
-
- ☐
- Disapprove Recommendation of Director of Human Resources
-
- ☐
- Other: _____

(for) County Administrator

BOARD OF SUPERVISORS ACTION:

Adjustment is APPROVED ☒ ~~DISAPPROVED~~ ☐David J. Twa, Clerk of the Board of Supervisors
and County AdministratorDATE March 13 2018BY 

APPROVAL OF THIS ADJUSTMENT CONSTITUTES A PERSONNEL / SALARY RESOLUTION AMENDMENT

POSITION ADJUSTMENT ACTION TO BE COMPLETED BY HUMAN RESOURCES DEPARTMENT FOLLOWING BOARD ACTION
Adjust class(es) / position(s) as follows: