

RESOLUTION NO. _____

RESOLUTION OF THE CITY COUNCIL OF THE CITY OF
CHULA VISTA APPROVING THE REVISED FISCAL YEAR
2022-2023 COMPENSATION SCHEDULE EFFECTIVE JULY 1,
2022, AS REQUIRED BY CALIFORNIA CODE OF
REGULATIONS, TITLE 2, SECTION 570.5

WHEREAS, California Code of Regulations, Title 2, Section 570.5 requires that, for purposes of determining a retiring employee's pension allowance, the pay rate be limited to the amount listed on a pay schedule that meets certain requirements and be approved by the governing body in accordance with the requirements of the applicable public meeting laws; and

WHEREAS, the Fiscal Year 2022-2023 Compensation Schedule ("Compensation Schedule") was approved by the City Council at their meeting of May 24, 2022; and

WHEREAS, any changes including but not limited to, across-the-board increases, classification changes and salary adjustments approved subsequent to this date, will be reflected on a revised Compensation Schedule and submitted to Council approval; and

WHEREAS, the revised Fiscal Year 2022-2023 Compensation Schedule reflects the salary adjustments for positions represented by IAFF, their unrepresented hourly counterparts and salaries for the following new classifications: Bayfront Development Project Manager, Multimedia Designer and Retired Annuitant – Homeless Solutions Coordinator.

NOW, THEREFORE, BE IT RESOLVED by the City Council of the City of Chula Vista, that it hereby does adopt, as required by California Code of Regulations Title 2, Section 570.5, the revised Fiscal Year 2022-2023 Compensation Schedule, a copy of which is available in the City Clerk's Office, that reflects the salary adjustments for positions represented by IAFF and their unrepresented hourly counterparts and salaries for the following new classifications: Bayfront Development Project Manager, Multimedia Designer and Retired Annuitant – Homeless Solutions Coordinator.

Presented by

Approved as to form by

Courtney Chase
Director of Human Resources/Risk Management

Glen R. Googins
City Attorney