



## Legislation Details (With Text)

**File #:** 18-0895      **Version:** 1

**Type:** Agenda Item      **Status:** Approved

**File created:** 5/24/2018      **In control:** Board of Supervisors

**On agenda:** 6/5/2018      **Final action:** 6/5/2018

**Title:** Human Resources Department recommending the Board approve a corrected Fair Labor Standards Act designation for the Sr. Investigator (Public Defender) class specification.

**FUNDING:** N/A

**Sponsors:**

**Indexes:**

**Code sections:**

**Attachments:** 1. A - Sr. Investigator (Public Defender) REDLINE 6-5-18, 2. B - Sr. Investigator (Public Defender) CLEAN 6-5-18

Date	Ver.	Action By	Action	Result
6/5/2018	1	Board of Supervisors	Approved	Pass

Human Resources Department recommending the Board approve a corrected Fair Labor Standards Act designation for the Sr. Investigator (Public Defender) class specification.

**FUNDING:** N/A

### DEPARTMENT RECOMMENDATION

Human Resources Department recommending the Board approve a corrected error related to the Fair Labor Standards Act (FLSA) designation for the Sr. Investigator (Public Defender) class specification.

### DISCUSSION / BACKGROUND

On May 8, 2018, the Board approved (via Legistar #18-0453) revisions to the class specification for the Sr. Investigator (Public Defender). However, the FLSA designation was inadvertently changed from Non-Exempt to Exempt. Approval of this item will correct the FLSA designation back to Non-Exempt.

The current incumbent has not worked overtime since the approval of the class specification with the incorrect FLSA.

### ALTERNATIVES

The Board could choose not to approve this correction and the classification would remain exempt.

### OTHER DEPARTMENT / AGENCY INVOLVEMENT

Public Defender's Office and Local 1

### CAO RECOMMENDATION

It is recommended that the Board approve this item.

**FINANCIAL IMPACT**

None.

**CLERK OF THE BOARD FOLLOW UP ACTIONS**

N/A

**STRATEGIC PLAN COMPONENT**

Good Governance

**CONTACT**

Tameka Usher, Director of Human Resources