



Legislation Text

File #: 19-1227, **Version:** 1

Human Resources Department recommending the Board:

- 1) Approve the bargaining unit designation change for one Administrative Technician allocation (position 548) in the Auditor-Controller's Office from General (GE) to Confidential (CO);
- 2) Approve the bargaining unit designation change for one Administrative Technician allocation (position 1503) in the Auditor-Controller's Office from CO to GE; and
- 3) Adopt and authorize the Chair to sign Resolution **134-2019** to change the bargaining unit designations as noted above.

FUNDING: N/A

DISCUSSION / BACKGROUND

At the request of the Auditor Controller's Office, Human Resources is recommending to transfer the Confidential (CO) bargaining unit designation from one Administrative Technician allocation (position #1503) to another Administrative Technician allocation (position #548). The justification for this request is that the incumbent in position #548 is currently performing duties consistent with the Employer-Employee Relations Resolution, Article I, Section 103 (c) (h); Personnel Rules, Section 22; as well as the February 23, 2000 Hearing Officer's Decision, Arbitration to clarify and define CO. Position #1503 is no longer performing duties consistent with the above mentioned governing documents.

ALTERNATIVES

The Board may choose not to approve the bargaining unit changes and direct Human Resources to conduct additional analysis.

PRIOR BOARD ACTION

N/A

OTHER DEPARTMENT / AGENCY INVOLVEMENT

Auditor-Controller's Office

CAO RECOMMENDATION

It is recommended that the Board approve this item.

FINANCIAL IMPACT

Due to the CO bargaining unit designation moving from one Administrative Technician position to another, there is no change to County cost.

CLERK OF THE BOARD FOLLOW UP ACTIONS

Upon Board adoption and approval, please provide a copy of the executed Resolution to Katie Lee in Human Resources.

STRATEGIC PLAN COMPONENT

Good Governance

CONTACT

Tameka Usher, Director of Human Resources