



EMPLOYEE RELATIONS COMMITTEE
MEETING AGENDA
MONDAY, JANUARY 16, 2017, 5:30 P.M.
CITY COUNCIL CHAMBERS
101 WEST 4TH STREET SOUTH

1. Call Meeting to Order
2. Roll Call
3. Approve December 5, 2016 Employee Relations Committee Meeting Minutes
4. Discussion on Organization of Library Staff
5. Motion to Approve Recommendation to Full City Council
6. Adjourn

EMPLOYEE RELATIONS COMMITTEE MEETING MINUTES
MONDAY, DECEMBER 05, 2016, 5:30 P.M.
CITY COUNCIL CHAMBERS
101 WEST 4TH STREET SOUTH

The Employee Relations Committee Meeting of Newton, Iowa met at 5:30 P.M. on the above date in the Council Chambers located at 101 West 4th Street South. Present: Mullan, Chair and Committee members Chape' and Kulis. Absent: None

Moved by Chapé, seconded by Kulis, to approve the June 13, 2016 Employee Relations Committee Meeting Minutes. AYES: Three. NAYS: None. Motion passed.

Keith Laube, Public Works Director, presented the ERC with the plan to restructure the Parks and City Grounds Division due to recent retirements. To improve the organization structure of the Parks Division there is a need for fewer supervisors and more worker positions. With the recent retirement of 2 park superintendents, now is the time to make organizational changes in the Parks Division.

Currently the superintendent positions in the Parks Division are working supervisors where the superintendent spends considerable time working alongside the supervised worker. Changing 3 of the 4 superintendent positions to 2 superintendent positions at a higher pay range will provide a division that is managed by superintendents who spend more time directing work, scheduling projects, meeting recreational program needs and coordinating improvements in the parks.

Moved by Kulis, seconded by Chapé to recommend the changes to the full council. AYES: Three. NAYS: None. Motion passed.

Moved by Kulis, seconded by Chapé to adjourn the meeting. By unanimous voice vote the meeting adjourned at 5:35 P.M.

Respectfully Submitted by,
Katrina Davis CMC, Newton City Clerk