

ORDINANCE NO. \_\_\_\_\_

ORDINANCE OF THE COUNCIL OF THE CITY OF SANTA ROSA ESTABLISHING  
SALARY AND OTHER COMPENSATION AND BENEFITS FOR THE CITY MANAGER

THE PEOPLE OF THE CITY OF SANTA ROSA DO ENACT AS FOLLOWS:

Section 1. Pursuant to the Employment Agreement – City Manager dated August 5, 2016, the monthly salary of the City Manager shall change by the same percentage of annual salary and benefits adjustment paid to the City's executive management.

Section 2. Commencing with the pay period beginning July 10, 2016, the salary of the City Manager shall be increased by the two and one half percent cost of living adjustment paid to the City's executive management, so that the monthly salary for the City Manager shall be \$18,342.00.

Section 3. Except as provided by this Ordinance, the other compensation and benefits payable to the City Manager shall be as provided in the Employment Agreement between the City and City Manager, dated August 5, 2014, and as amended.

Section 4. Environmental Determination. The Council finds that the adoption and implementation of this ordinance are exempt from the provisions of the California Environmental Quality Act under section 15061(b)3 in that the Council finds there is no possibility that the implementation of this ordinance may have significant effects on the environment.

Section 5. Severability. If any section, subsection, sentence, clause, phrase or word of this ordinance is for any reason held to be invalid and/or unconstitutional by a court of competent jurisdiction, such decision shall not affect the validity of the remaining portions of this ordinance.

Section 6. Effective Date. This ordinance shall take effect on the 31st day following its adoption.

This ordinance was introduced by the Council of the City of Santa Rosa on August 5, 2016.

IN COUNCIL DULY PASSED AND ADOPTED this \_\_\_\_ day of \_\_\_\_\_, 2016.

AYES:

NOES:

ABSENT:

ABSTAIN:

ATTEST: \_\_\_\_\_  
City Clerk

APPROVED: \_\_\_\_\_  
Mayor

APPROVED AS TO FORM:

\_\_\_\_\_  
Acting City Attorney