

RESOLUTION NO. RES-2023-048

RESOLUTION OF THE COUNCIL OF THE CITY OF SANTA ROSA APPROVING A SECOND AMENDMENT TO PROFESSIONAL SERVICES AGREEMENT WITH RENNE PUBLIC LAW GROUP LLP

WHEREAS, on March 3, 2020, by Resolution RES-2020-034, Council approved a Professional Services Agreement with Renne Public Law Group LLP for specialized labor relations and other employment law services in the amount of \$250,000; and

WHEREAS, on February 18, 2021, a First Amendment was approved amending the scope of services to include personnel investigations and increasing the hourly rates of the consultants; and

WHEREAS, the City will begin negotiations with all bargaining groups mid-year 2023, as all Memorandums of Understanding expire on June 30, 2024; and

WHEREAS, the legal issues in connection with labor negotiations and employment matters are highly complex and Renne Public Law Group LLP will provide continued support on labor issues, including but not limited to providing outside counsel for hearings, meet and confer support, and reopener negotiations; and

WHEREAS, Renne Public Law Group LLP has particular expertise in these areas of the law and experience in working with City staff and thorough knowledge of City policies and procedures.

NOW, THEREFORE, BE IT RESOLVED that the Council of the City of Santa Rosa approves the Second Amendment to Professional Services Agreement with Renne Public Law Group LLP increasing compensation by \$250,000, for a total contract amount not to exceed \$500,000 in substantially the same form as Exhibit A to the resolution, subject to approval as to form by the City Attorney.

IN COUNCIL DULY PASSED this 14th day of March, 2023.

- AYES: (7) Mayor N. Rogers, Vice Mayor MacDonald, Council Members Alvarez, Fleming, Okrepkie, C. Rogers, Stapp
- NOES: (0)
- ABSENT: (0)
- ABSTAIN: (0)

ATTEST: \_\_\_\_\_ APPROVED: \_\_\_\_\_  
City Clerk Mayor

APPROVED AS TO FORM: \_\_\_\_\_  
City Attorney

Exhibit A – Second Amendment to Professional Services Agreement with Renne Public Law Group LLP