

City of Santa Rosa



Legislation Details

File #: 21-1085 **Version:** 1 **Name:** APPROVAL OF CITY MANAGER EMPLOYMENT AGREEMENT
Type: CC- Report **Status:** Agenda Ready
File created: 11/12/2021 **In control:** City Council
On agenda: 12/7/2021 **Final action:**
Title: REPORT - APPOINTMENT OF CITY MANAGER, APPROVAL OF CITY MANAGER EMPLOYMENT AGREEMENT AND INTRODUCTION OF ORDINANCE SETTING CITY MANAGER SALARY

BACKGROUND: Following the announcement by City Manager Sean McGlynn of his intent to resign in June 2021, the City Council retained Wendi Brown of WBCP, Inc. to conduct an executive recruitment for the City Manager position. On November 12, 2021, the City Council announced that it had selected Maraskeshia Smith as the City Manager subject to reaching satisfactory terms and conditions for an employment contract and authorized the Mayor to negotiate an employment agreement on behalf of the City.

On December 7, 2021, the Council will, by resolution, formally appoint Maraskeshia Smith to the position of City Manager, approve the City Manager's Employment Agreement, and authorize the Mayor to execute the agreement on behalf of the City. Pursuant to City Charter section 36, the Council will also introduce an ordinance establishing the salary of the City Manager subject to the terms of the Employment Agreement.

RECOMMENDATION: It is recommended that the Council, by resolution, appoint Maraskeshia Smith to the position of City Manager and approve the Employment Agreement - City Manager. It is further recommended that the Council introduce an ordinance establishing the salary of the City Manager in the amount of \$22,500 per month effective January 3, 2022.

Sponsors: Human Resources

Indexes: Not a Project

Code sections: 15378 - Not a Project

Attachments: 1. Staff Report, 2. Resolution, 3. Exhibit A - Employment Agreement, 4. Ordinance, 5. Presentation

Date	Ver.	Action By	Action	Result
12/7/2021	1	City Council	to waive reading of the text and adopt	Pass
12/7/2021	1	City Council	to waive reading of the text and introduce	