CITY OF LEADVILLE, COLORADO RESOLUTION 16 Series of 2015

A RESOLUTION OF THE CITY OF LEADVILLE, COLORADO ADOPTING REVISED PERSONNEL RULES AND REGULATIONS SPECIFIC TO A PAID TIME OFF POLICY

WHEREAS, pursuant to Section 2.44.120 of the Leadville Municipal Code, City Council is authorized to promulgate, by resolution, personnel rules and regulations for both union and non-union employees; and

WHEREAS, the City Council has in the past adopted personnel rules and regulations, including those adopted pursuant to Resolution No. 4, Series of 2015 ("Prior Resolution"), and has revised such rules and regulations pursuant to resolutions adopted subsequent to the effective date of the Prior Resolution; and

WHEREAS, the City Council, based upon input from City staff, has determined that further revisions to the existing personnel rules and regulations are in the best interests of the City; and

WHEREAS, the City Council discussed in work sessions the feasibility of replacing the current program of paid sick and vacation leave for employees with "paid time off," a single pool of paid hours that employees may use as needed; and

WHEREAS, the City Council desires to adopt revised personnel rules and regulations that replace paid sick and vacation leave for employees with a paid time off program.

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF LEADVILLE, COLORADO, THAT:

<u>Section 1</u>. <u>Adoption of personnel rules and regulations</u>. The City Council hereby adopts in its entirety the attached personnel rules and regulations entitled, "Introduction to Employment by the City of Leadville." These personnel rules and regulations replace, supersede, and rescind in their entirety all existing or prior personnel rules and regulations and pertinent resolutions.

Section 2. Effective Date. This Resolution shall take effect on January 1st, 2016.

ADOPTED this1st of December, 2015 by a vote of 6 in favor,0 against, 0 abstaining, 1 absent.

ATTEST:

By ,

Jaime Stuever, Mayor

CITY OF LEADVILLE, COLORADO