



Legislation Text

File #: 22-648, Version: 1

Introduction and First Reading of an Ordinance to Establish Compensation of Councilmembers; and Introduction and First Reading of an Ordinance to Establish Compensation of the Mayor

SUMMARY AND RECOMMENDATIONS

At City Council direction, staff prepared an ordinance increasing the current compensation for Councilmembers and the Mayor by five percent. If approved the increase will take effect on January 1, 2023.

The City Council recommends that the City Council adopt the ordinance establishing the compensation of councilmembers and an ordinance establishing the compensation of the mayor.

Discussion and Analysis

At the October 17, 2022, City Council meeting, the City Council received a presentation comparing their compensation to the compensation of other local cities. The current monthly salary for the San Leandro City Councilmembers is \$1,260 and \$2,520 for the Mayor. The last time these salaries were increased was eighteen years ago in 2006. Following discussion and public input, the Council directed staff to prepare an ordinance increasing the monthly salary by five percent, with the change to become effective on January 1, 2023.

Table 1 illustrates the cost impact of the five percent salary increase.

Table 1: Monthly Compensation

	<u>Current Cost</u>	<u>Added 5% Cost*</u>	<u>Increased Cost</u>	<u>Annualized Increase</u>
Councilmembers	\$1,260	\$1,323	\$63	\$756
Mayor	\$2,520	\$2,646	\$126	\$1,512

*Effective January 1, 2023

Fiscal Impacts

The January through June 2023 increased cost for Councilmember compensation is \$2,268 and \$756 for the Mayor’s compensation. The Fiscal Year 2022-2023 budget includes sufficient funding to absorb the increased cost. All future budgets will include an allocation for the increased cost.

Attachments

- Attachment A - Ordinance Establishing Compensation of Councilmembers
- Attachment B: Ordinance Establishing Compensation of the Mayor

PREPARED BY: Janelle Cameron, Assistant City Manager and Richard Pio Roda, City Attorney