

When recorded return to:
Clerk
Pinal County Board of Supervisors
P.O. Box 827
Florence, AZ 85132

RESOLUTION NO. xxxxx

RESOLUTION OF THE PINAL COUNTY BOARD OF SUPERVISORS AUTHORIZING THE ADDITIONAL OF SERGEANTS AS ELIBILGE EMPLOYEES TO THE MEMORANDUM FOR UNDERSTANDING BETWEEN THE PINAL COUNTY DEPUTIES ASSOCIATION AND PINAL COUNTY.

WHEREAS, the Pinal County Deputies Association (“PCDA”) wishes to have deputies with the rank of sergeant be included within the classification of eligible employee.

WHEREAS, Pinal County is authorized by Ordinance No. 121714B-MC to meet and confer regarding wages, hours and working conditions, providing for meet and confer agreements to be set forth in a memorandum of understanding with employee organizations.

WHEREAS, the Pinal County Board of Supervisors approved the addition of sergeants to the MOU provided that there was no cost.

WHEREAS, provided sergeants will be eligible under the MOU portion regarding sick time, Section XIII. Miscellaneous Provisions, B. Sick Time: An Employee who has accrued 1000 hours or more of unused sick leave as a Sheriff’s Office Employee may elect to convert additional sick leave the Employee accrues into salary to be paid on a monthly basis. Once an Employee exercises this benefit, the employee must accept salary in lieu of sick leave for three (3) consecutive years. The accrual of 1000 hours of sick leave is a one-time eligibility requirement and an Employee’s use of sick leave that results in an Employee having fewer than 1400 accrued hours shall not impact an Employee’s right to convert newly-accrued sick leave into salary under this Section.

WHEREAS, the cost to implement such a section would be approximately \$48,000 dollars annually.

THEREFORE, BE IT RESOLVED by the Pinal County Board of Supervisors that:

Sergeants will be added to the MOU, but remain ineligible for Sick Leave under Section XIII, B.

PASSED and ADOPTED this ___th day of October, 2016, by the PINAL COUNTY BOARD OF SUPERVISORS

Chairman of the Board

ATTEST:

Clerk of the Board