## REPORT TO THE CITY COUNCIL

**DATE:** AUGUST 8, 2007

TO: HONORABLE MAYOR AND MEMBERS OF THE CITY COUNCIL

FROM: GREG RAMIREZ, CITY MANAGER

BY: NATHAN HAMBURGER, ASSISTANT CITY MANAGER

CELESTE BIRD, ADMINISTRATIVE ANALYST

SUBJECT: APPROVE RESOLUTION NO. 07-1456; AMENDING THE

COMPENSATION PLAN BY ESTABLISHING THE CLASSIFICATION OF PARKS AND LANDSCAPE SUPERINTENDENT, APPROVING THE CLASSIFICATION SPECIFICATION, AND SETTING THE SALARY

**RANGE** 

The purpose of this report is to seek City Council approval to establish the classification of Parks and Landscape Superintendent, approve the classification specification, and set the salary range.

Prior to filling a vacancy within the Public Works Department, staff has re-evaluated the staffing needs and has determined that more direct oversight is required for our parks, medians, equestrian/hiking trails and other landscaped facilities. The new Parks and Landscape Superintendent classification will require, among other things, more technical experience related to the management of landscape contracts, and the monitoring of contract work in the public right of ways. This position will manage the City's new irrigation system and will focus on the improved water efficiency. The Parks and Landscape Superintendent will inspect City owned parks, playgrounds and equestrian/hiking trail to insure proper maintenance and safety.

In addition, this new position will establish a capital projects list and oversee the landscaping portions of these projects.

Staff has reviewed the salaries of comparable positions from various agencies and recommends that the monthly salary be established at range 946.

## RECOMMENDATION

It is respectfully recommended the City Council:

1. Approve Resolution No. 07-1456, amending the Compensation Plan by establishing the classification of Parks and Landscape Superintendent; approving the classification specification and setting the salary range.

Attachments: Resolution No. 07-1456

Parks and Landscape Superintendent Job Classification