

**CITY OF GUSTAVUS, ALASKA
RESOLUTION CY16-06**

**A RESOLUTION PROVIDING FOR A COST-OF-LIVING PAY ADJUSTMENT FOR CITY OF
GUSTAVUS EMPLOYEES IN REGULAR POSITIONS**

WHEREAS, the Gustavus City Council adopted an "Employee Payment and Earnings Policy" on June 8, 2006, and

WHEREAS, the Gustavus City Council adopted Resolution 2011-23 on December 8, 2011, which updates the Section of the "Employment Payment and Earnings Policy" entitled "Pay Raises", and

WHEREAS, the adopted Policy of "Pay Raises" states that the Gustavus City Council may grant, from time to time, by Resolution, periodic adjustments to the City's pay schedule. The City Council will consider the cumulative change in the Consumer Price Index (Anchorage) since the last such pay adjustment in formulating such adjustments. Such periodic pay adjustments, if any, will apply to all Regular Position employees of the City of Gustavus. A Regular Position is a full-time or part-time year-round position in which the employee generally works the same schedule every week, although actual hours each week may vary with season or with work load, and

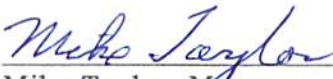
WHEREAS, in adopting this policy, the Gustavus City Council has determined that adjusting the pay of its Regular Position employees in an amount equal to the change in the consumer price index (CPI) for Anchorage, the standard measure of CPI for Alaska, is appropriate, and

WHEREAS, the logical time to approve the Cost-of-Living Pay Adjustment is before the Gustavus City Council has adopted the next fiscal year budgets, and

WHEREAS, the consumer price index (CPI) for Anchorage rose 0.5% for the calendar year 2015,

NOW, THEREFORE, BE IT RESOLVED, that the Gustavus City Council grants a 0.5% Cost-of-Living Pay Adjustment to current hourly rates (nonexempt) and base salary (exempt) for all Regular Position Employees effective July 1, 2016.

PASSED and APPROVED by the Gustavus City Council this 11th day of April, 2016, and effective upon adoption.



Mike Taylor, Mayor



Lori Ewing, City Clerk/Treasurer