# HEBER PUBLIC UTILITY DISTRICT REPORT TO BOARD OF DIRECTORS

**MEETING DATE:** February 16, 2023

**FROM:** Madeline Dessert, General Manager

**SUBJECT:** Approve the budget modification to include adjustments to Salary and

Benefits

### **ISSUE**

Shall the Board of Directors authorize a full-time Park Maintenance I position?

## GENERAL MANAGER'S RECOMMENDATION:

It is recommended that the Board of Directors authorize a Full-Time Park Maintenance I position.

#### FISCAL IMPACT:

With the change of the General Manager position salary and two part-time positions, Temporary Water Maintenance and Sewer Maintenance, that were never filled, HPUD has salaries and benefits savings of \$54,176 that can be used to fund a full-time Park Maintenance I position for the remainder of this fiscal year with no impact to our current budget.

#### Fiscal Year 2022-2023

Description	Budget	P	rojection	Savings
Salaries & Wages	1,041,095		995,102	45,993
Fringe Benefits	595,407		587,224	8,182
Total	\$ 1,636,502	\$	1,582,326	\$ 54,176

## **BACKGROUND:**

Salaries and wages budgeted amount for all funds was \$1,636,502, and Fringe benefits for \$595,407 for the current fiscal year 2022-2023. When hiring a new General Manager, and two part-time positions (One for water and one for sewer) that were not filled, HPUD acquired salary savings of \$45,993 and fringe benefits of \$8,182. Hiring a full-time employee with an hourly rate of \$18.79 per hour for the remainder of the fiscal year will be a total expense for salaries and fringe benefits of \$24,996. Even with the addition of this position, HPUD will have salary savings of \$28,222 for the current fiscal year 2022-23

## **CONCLUSION:**

Staff recommends approval of the budget modification to include adjustments to Salary and Benefits.

# **ALTERNATIVES:**

- 1) Do not authorize the budget modification
- 2) Direct staff to make changes to the budget modifications presented

3) Provide alternate directions to staff

Respectfully Submitted, Madeline Dessert, General Manager