

Fiscal Year 2009/2010 Budget Highlights and Goals

Human Resources

FY2009 Highlights

- Successfully negotiated a collective bargaining agreement (4 year) with the Fraternal Order of Police (FOP)/Unit III Sheriff's Office civilian employees.
- Successfully negotiated a collective bargaining agreement (4 year) with Operating Engineers Local 150/Facilities Management maintenance employees.
- Successfully negotiated a collective bargaining agreement (3 year) with Operating Engineers Local 150/Division of Transportation employees.
- Successfully negotiated the initial collective bargaining agreement with the Metro Alliance Police (MAP)/Circuit Clerk Office non-exempt employees.
- In process of negotiating the initial collective bargaining agreement with the Service Employee International Union Local 73/Coroner Office non-exempt employees.
- Implemented the initial phase of the County Wellness Program to assist in controlling health insurance costs.
- In process of implementing an automated (on-line) job application system/process.
- Continuing implementation of the HRIS (Enterprise) system.
- Prepare for and begin initial contract negotiations with Service Employee International Union Local 73/ Animal Control non-exempt employees.

FY2010 Goals

- Complete implementation of automated (on-line) job application system/process.
- Continue development of the County Wellness Program.
- Review and update County Personnel Policy manual.
- Prepare for and negotiate the initial collective bargaining agreement for Service Employees International Union Local 73/Animal Control non-exempt employees.
- Prepare for and negotiate a collective bargaining agreement with the Fraternal Order of Police (FOP)/Unit I Sheriff Deputies.
- Coordinate the day to day administration of labor agreements with Operating Engineer Local 150, Fraternal Order of Police, Metro Alliance of Police and Service Employees International Union Local 73.
- Conduct performance management training for all levels of management/supervisory staff, encouraging staff development.