



RESOLUTION
(65 – 2015)

A RESOLUTION OF THE FAIRVIEW CITY COUNCIL APPROVING EMPLOYEE APPRECIATION TIME OFF

WHEREAS, the City Council desires to recognize the hard work of all City staff throughout the year; and

WHEREAS, the City has hosted a holiday event to show employee appreciation, but this year would like to allow employees to take additional time off; and

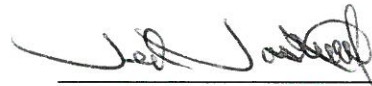
WHEREAS, the City Council to desires to grant all full time City employees four hours off during the 2015 holiday season as employee appreciation; and

WHEREAS, the City Council has authorized the closure of Fairview City Hall on Wednesday, December 23, 2015 at noon to allow City employees to utilize the employee appreciation time off.

NOW, THEREFORE, BE IT RESOLVED BY THE FAIRVIEW CITY COUNCIL AS FOLLOWS:


- Section 1** The City Council authorizes the closure of Fairview City Hall on Wednesday, December 23, 2015 at noon to allow full time employees four hours of time off during the 2015 holiday season.
- Section 2** Full time employees with pre-scheduled vacation time shall be allowed to credit four hours of employee appreciation time for four hours of other paid leave on December 23, 2015.
- Section 3** Police personnel shall be awarded four hours off in the form of floating holiday time to be used no later than January 31, 2016 or said employee appreciation time shall be lost.
- Section 4** Part-time employees shall be allowed to take a commensurate percentage of employee appreciation time off in accordance with sections 1 through 3 above.
- Section 5** Any regular employee with an unscheduled absence on December 23, 2015 will not be eligible for this one-time appreciation time off.
- Section 6** This Resolution is and shall be effective from and after its passage by the Council.

Resolution adopted by the City Council of the City of Fairview, this 16th day of November, 2015.



Mayor, City of Fairview
Ted Tosterud

ATTEST



City Recorder, City of Fairview
Devree Leymaster
{00493834; 1 }

11-19-15

Date