RESOLUTION NO: [Title]

LIVINGSTON COUNTYDATE: Click or tap to enter a date.

Resolution Authorizing the Reclassification of the Medical Examiner Investigator positions. – Emergency Medical Services

WHEREAS, the EMS Department provides administrative support for the statutorily required Medical Examiner function of the County; and

WHEREAS, the pay rate for the Medical Examiner Investigators had not been evaluated for many years and was not included in the recent wage study performed by MGT. The Medical Examiner Investigators were also not in a current grade on the County wage scale; and

WHEREAS, the EMS Director, working with the Human Resources/Labor Relations Director, requested that this job be reviewed. The results of the MGT Consulting Services, LLC. evaluation was a recommendation all Medical Examiner Investigator positions to be paid at a grade 9 on the nonunion pay scale. MGT did not have a recommendation for the on call pay or transport fee, only an hourly rate; and

WHEREAS, the EMS and HR/Labor Relations Directors concur that the on call pay should be equal to one hour of the straight time pay rate for every 8 hour of on call time scheduled. They further concur that the transport fee should be eliminated and the time performing the transport be paid at the hourly rate.

THEREFORE BE IT RESOLVED that the Livingston County Board of Commissioners hereby authorizes the Medical Examiner Investigators to be paid at Grade 9 of the Nonunion Pay Scale and receive one (1) hour of wages for every 8 hours of scheduled on call time. The Transportation Fee is hereby discontinued and they continue to be ineligible for paid time off, including Personal Days.

CURRENT:

Position #	Description	Group	Grade	FTE	Status
64800110	MEDICAL EXAMINER	EXAM	NA	3.09	A
	INVESTIGATOR				

PROPOSED:

Position #	Description	Group	Grade	FTE	Status
64800110	MEDICAL EXAMINER	NU	9	3.09	A
	INVESTIGATOR				

BE IT FURTHER RESOLVED that the Livingston County Board of Commissioners authorizes any necessary supplemental appropriation and budget amendments to effectuate the above.

#

MOVED: SECONDED: CARRIED: