



City of Rochester Hills
AGENDA SUMMARY
FINANCIAL ITEMS

1000 Rochester Hills Dr.
Rochester Hills, MI 48309
248.656.4630
www.rochesterhills.org

Legislative File No: 2023-0330

TO: Mayor and City Council Members
FROM: Chelsea K. Ditz, Director of Human Resources
DATE: July 10, 2023
SUBJECT: Recommendation for 2024 General Adjustment for Mayor

REQUEST:

Approval of the HR Technical Review Committee’s recommendation of a 2.75% general adjustment to the salary schedule for the position of Mayor in 2024.

BACKGROUND:

Pursuant to Section 8.8 of the City Charter of the City of Rochester Hills, City Council is required to set in the annual budget, by resolution, the annual salary for department directors, Mayor, and rates of compensation for City Council and members of Boards and Commissions. As directed by Article III, Section 5 of *City Council Policy for Salaries of Department Directors and Mayor, and Per Diem Fees for City Boards and Commissions, as amended*, and authorized by resolution number 2017-0279, the HR Technical Services Committee met on June 12, 2023 to discuss 2023 compensation recommendations.

When the HRTRC convened on June 12, 2023, HR Director, Chelsea Ditz, provided a briefing on the most CPI data and market considerations to keep the City’s salary schedule consistent with the pay philosophy of being at the 55th percentile. The seven-year forecast budgets for this increase, to keep the salary schedule consistent with the pay philosophy. The committee accepted the recommendation that the City provide a 2.75% general pay adjustment to the Mayor, to keep the unified salary schedule current with the market.

RECOMMENDATION:

That City Council accept the HR Technical Review Committee’s recommendation of a 2.75% adjustment to the 2023 base salary budget for the position of Mayor in the amount of \$4,558, for a total base salary for 2024 of \$170,309.

APPROVALS:	SIGNATURE	DATE
Department Review		
Department Director		
Mayor		
City Council Liaison		

Contract Reviewed by City Attorney Yes N/A