

TO:	Cumberland County Commissioners
FROM:	James H. Gailey, County Manager
DATE:	May 1, 2023
SUBJECT:	Outside Detail Rate for Deputies

Requested Action:

Amend the Sheriff's Office Outside Detail Rate.

Background & Purpose of Request:

In February 2018, the County Commissioners increased the Sheriff's Office Outside Detail Rate to \$72.00 with a four-hour minimum. Additionally, the rate for a cruiser was \$100.00 per event. Though the hourly rate to Deputies was \$60.00, the outside party would be charged \$72.00 to cover taxes and benefits.

The recent CBA with the Teamsters Union resulted in the Outside Detail Rate being increased from \$60.00 an hour to \$85.00 an hour. In order to reflect this change, staff needed to once again go through the exercise of hour rate, benefits and taxes to figure out the rate to charge for the service.

Staff are bringing forth a rate of \$100.00 an hour, minimum four hours as the new rate for outside work. No change to the vehicle rate. These rates reflect no County funds being used for requested outside work.

Contract Language:

ARTICLE 26 - REIMBURSABLE EVENTS

A. Rate of Pay

1. Rate of Pay Officers who perform services outside their regularly assigned duties & which are reimbursed by non-county funds shall be paid \$60.00 per hour with a four (4) hour minimum, however, if any outside detail is required or mandated by the County, then employees shall be paid at the appropriate rate of pay.

2. Effective the first pay week in July 2023, the reimbursable events rate described in section A.1 above shall increase from \$60.00 to \$85.00 per hour.

3. Any detail funded through the Department of Highway Safety shall be paid at the regular overtime rate.



Recommendation:

Amend the Outside Detail Billable Rate from \$72.00 to \$100.00 an hour with a four-hour minimum.

Funding Amount and Source:

Attachments: None

Agenda Item Number:_____

Date on Agenda:_____

Result

Mover: Seconder: Vote Tally: Vote Result: Roll Call Vote if Meeting Remotely:

Chair of Board, Date