



Legislation Text

File #: 20-552, Version: 1

TO: Mayor and Commissioners
FROM: Lynn Gelin, City Attorney
DATE: August 11, 2020

ORDINANCE NO. 42-20: AN ORDINANCE OF THE CITY COMMISSION OF THE CITY OF DELRAY BEACH, FLORIDA, BY AMENDING CHAPTER 31, "CITY OFFICIALS AND EMPLOYEES"; SECTION 31.02, "COMPENSATION OF COMMISSIONERS AND MAYOR", OF THE CODE OF ORDINANCES OF THE CITY OF DELRAY BEACH, FLORIDA, TO PROVIDE AN INCREASE IN THE SALARY OF THE MAYOR AND COMMISSIONERS; PROVIDING A CONFLICTS CLAUSE, A SEVERABILITY CLAUSE AND AUTHORITY TO CODIFY; PROVIDING AN EFFECTIVE DATE AND FOR OTHER PURPOSES. (FIRST READING)

Recommended Action:

Motion to approve Ordinance 42-20.

Background:

Chapter 31 of the Code of Ordinances, "City Officials and Employees," section 31.02, "Compensation of Commissioners and Mayor," establishes the respective salaries of the City's Commissioners and Mayor. Currently, a City Commissioner receives compensation in the amount of \$750.00 per month (\$9,000 annually). The City's Mayor receives a slightly higher salary in the amount of \$1000 per month (\$12,000 annually). This Ordinance seeks to increase the salary of the Mayor and City Commission.

Pursuant to the direction from the Commission, neighboring municipalities were contacted to ascertain the compensation of their elected officials:

| | <u>City Commissioner</u> | <u>Mayor</u> |
|----------------------|--------------------------|--------------------|
| Boynton Beach | \$19,853.65 | \$23,826.38 |
| Boca Raton | \$28,000 | \$38,000 |

This Ordinance proposes to compensate to each Commissioner in the amount of \$2000 per month (\$24,000 annually). The Mayor would receive compensation in the amount of \$2,500 per month (\$30,000 annually). The proposed compensation amounts were determined by averaging the salaries of the neighboring municipalities for each position.

Based on the limitations imposed by Section 3.10(A) of the City Charter, this Ordinance, if adopted, will not go into effect until the last Thursday in March, 2021.