SILICON VALLEY ANIMAL CONTROL AUTHORITY



Consideration of Staff Merit Compensation

RECOMMENDED MOTION

That the Board of Directors consider a one-time merit increase for all currently active SVACA staff who were employed and active for the full year in 2017-18.

DISCUSSION

At the September 26, 2018 Board meeting, Vice-Chair O'Neill directed staff to discuss and review the process with TAC representatives and recommend changes if desired. Staff met and discussed with the Finance Directors from each member agency on October 11, 2018. Each member's salary process was reviewed. For 2019-20, staff will review all current salary ranges and ask the Board to consider approving policies for merit and longevity salary increases. Staff is not proposing an increase to SVACA's operating budget for 2018-19.

Due to the continued heathy state of SVACA's finances (2017-18 operating surplus of \$216,883) as well as the additional workload all staff took on due to medical leaves and position vacancies, staff remains hopeful the Board will consider approving a one-time merit increase for all currently active SVACA staff employed for the full year in 2017-18. For future years, staff will work to have additional salary policies approved. Staff has prepared three options for consideration which follow.

Option 1: 3.5% of annual salary for a total of \$41,677 Option 2: 4.0% of annual salary for a total of \$47,631 Option 3: 4.5% of annual salary for a total of \$53,585

DOCUMENTS ATTACHED

Current SVACA Reserves

SVACA Reserves 10/31/18

SVACA Reserves (RESTRICTED)

Total:	\$ 418,730.00
Chubz Fund	\$ 4,486.00
Animal Assistance Fund	\$ 357,405.00
Maddie's Pet Adoption Days Grant -2015	\$ 35,700.00
Maddie's Pet Adoption Days Grant -2014	\$ 21,139.00

SVACA Reserves (UNRESTRICTED)

SB 90 Reimbursement Total:	\$ 902,600.00 1,296,078.00
Undesignated Reserve	\$ 14,400.00
Vehicle Replacement Fund	\$ 10,679.00
Reserve for Unknown Losses	\$ 203,003.00
Operating Reserve Fund	\$ 131,396.00
Capital Project Improvement Fund	\$ 34,000.00