



Legislation Details (With Text)

File #:	Pres 18-102	Version:	1	Name:	Police Pension
Type:	Presentation	Status:		Status:	Agenda Ready
File created:	5/31/2018	In control:		In control:	City Council
On agenda:	7/23/2018	Final action:		Final action:	
Title:	FPPA Police Pension Plan Request				
Sponsors:					
Indexes:					
Code sections:					
Attachments:	1. Presentation, 2. Agreement				

Date	Ver.	Action By	Action	Result
------	------	-----------	--------	--------

FPPA Police Pension Plan Request

Summary and Background Information:

The Fraternal Order of Police contacted the City Manager in March of 2018 and requested the opportunity to evaluate changing from the current police pension plan to the FPPA state-wide defined benefit plan. The City Manager asked the Police Pension Board, appointed by City Council, to evaluate the request and gather information. Based upon the information gathered to-date, the next step in the process is to complete contract negotiations through the Collective Bargaining Agreement, in June 2019. City Council will hear some of the key factors leading to this decision including;

- 1) The City is bound by the terms and conditions of the current contract with its current provider, ICMA
- 2) The terms of the current CBA do not align with the FPPA requirements
- 3) There are several undetermined costs associated with this change, if it were approved
- 4) The Police Pension Board, appointed by City Council, does not have the authority to contemplate or make recommendations related to this change

If future contract negotiations lead to terms that enable a possible change to the police pension plan, the city council will have to decide if they want to consider a change and ultimately approve any future changes to the police pension plan.

Staff Responsible (Department Head): Troy Smith, Deputy City Manager

Staff Member Presenting: Brian McBroom, City Manager, Troy Smith, Deputy City Manager

Financial Impact: TBD

Funding Source: General Fund Budget

Staff Recommendation: N/A

Suggested Motion: N/A