

CITY OF VINELAND

ORDINANCE NO. 2022- 33

AN ORDINANCE TO AMEND AND SUPPLEMENT
ORDINANCE NO. 8, WHICH ESTABLISHED THE
CLASSIFICATION AND COMPENSATION PLANS FOR
THE CITY OF VINELAND (MUNICIPAL AUDITOR).

WHEREAS, on July 3, 1952, City Council adopted Ordinance No. 8, entitled “An Ordinance Adopting a Schedule of Classified Positions and Applicable Salary Ranges in the Civil Service of the City of Vineland in accordance with the classification and compensation plan contained in reports of the classification surveys submitted by the Civil Service Commission of the State of New Jersey, said Ordinance having been heretofore amended; and

WHEREAS, it becomes necessary and in the best interest of the City of Vineland to revise the salary ranges and/or hourly wage rates for classified and unclassified positions of the Civil Service of the City of Vineland as identified on the attached Schedule No. 7 – 2022, now, therefore,

NOW, THEREFORE BE IT ORDAINED by the Council of the City of Vineland that Ordinance No. 8, an Ordinance entitled “An Ordinance Adopting a Schedule of Classified Positions and Applicable Salary Ranges in the Civil Service of the City of Vineland in accordance with the classification and compensation plans contained in reports of the classification surveys submitted by the Civil Service Commission of the State of New Jersey,” be amended as follows:

Section 1. The salary ranges and/or hourly wages rate for classified and unclassified positions of the Civil Service of the City of Vineland identified on the attached Schedule No. 7 – 2022 incorporated herein and on file in the office of the City Clerk, are and the same are hereby revised.

Section 2. This ordinance shall take effect upon publication and passage in the manner provided by law.

Passed first reading:

Passed final reading:

President of Council

Approved by the Mayor:

Mayor

ATTEST:

City Clerk

CITY OF VINELAND

SCHEDULE NO. 7 – 2022

REVISED CLASSIFICATION:

<u>TITLE</u>	<u>SALARY RANGE</u>
Municipal Auditor	\$105,000 - \$130,000