



SPECIAL CITY COUNCIL MEETING

October 22th, 2012 @ 5:00 P. M. at the Oran White Civic Center

AGENDA

Call to Order

Roll Call and Establish Quorum

ITEM 1: Remove from table consideration and or action to amend the City of Tool Personnel Policy:

- Chapter 2 section 2-10 (Residential restrictions) limiting the number of miles an employee can reside to qualify for a take home vehicle to 20 miles.
- Chapter 5 section 5-1 (Holidays) adding Martin Luther King Day, Good Friday, Veterans Day, Columbus Day, Presidents Day and Christmas Eve to the current list of City approved holidays.
- Chapter 5 Section 5-2 (Vacation Leave) Adjusting the accrual amount for one consecutive year of service to forty hours of vacation accrual, 2-5 years of consecutive service to eighty hours of vacation accrual, 6-14 years of consecutive service to 120 hours of vacation accrual and 15 or more years of consecutive service to 160 hours of vacation accrual.
- Chapter 5 Section 5-2b (Vacation Leave) At least 40 hours of an Employees accrued vacation time must be taken in a consecutive order unless approval is received from the Mayor or Supervisor. Remaining accrual is allowed to be taken in any increments of at least 4 hours at a time.
- Chapter 5 Section 5-3 (Sick Leave) limiting the maximum accrual of sick leave to 160 hours. Using sick time for anything over what is considered an employee's standard number of hours worked per week is prohibited.
- Chapter 13 Section 13-03j (Under the Influence) changing the title to read as "Legally Intoxicated" and modifying the alcohol concentration level to .08 to coincide with Texas state law.
- Chapter 13 Section 13-06 (Preventive Acts) allowing an employee to report potential medication side effects regarding their job performance to the Mayor or their Department Head.

ITEM 2: Chris Dewinter request to come before Mayor and Council for consideration and/or action to approve a variance of Planning and Zoning Ordinance Article 6 Section 5-3 number 1, Appendix 3 (Area, setback and height) at 904 Lovers Lane.

ADJOURN