

Presented by: Assemblyman Aase
Introduced: 05-05-77
Referred to:

RESOLUTION OF THE CITY AND BOROUGH OF JUNEAU, ALASKA

Serial No. 458

A RESOLUTION ESTABLISHING A CITIZENS' ADVISORY
COMMITTEE FOR ASSEMBLY COMPENSATION REVIEW

WHEREAS, section 16.7, Transitional Provisions, of the charter of the city and borough of Juneau, established an initial monthly salary of two hundred and fifty dollars for each assemblyperson, except that the mayor was to receive an initial monthly salary of three hundred dollars, and

WHEREAS, section 3.10 of the charter of the city and borough of Juneau states, "The assembly by ordinance shall provide for compensation of the mayor and other assemblymen. An increase in compensation shall not take effect until the assembly meeting following the regular election after the ordinance has been adopted.", and

WHEREAS, the charter of the city and borough of Juneau became effective July 1, 1970 and the ordinance covering compensation of assembly members has not been acted on except to the extent that the monthly salary of the mayor was established at five hundred dollars by Ordinance 75-30 which became effective after the 1975 municipal election, and

WHEREAS, the assembly recognizes that the compensation of members of legislative bodies is a sensitive public issue and therefore is reluctant to act on their personal compensation or that of future assembly members without the benefit of citizens' advice, and

WHEREAS, after seven years of operations under the charter of the city and borough of Juneau it appears appropriate to review and evaluate the level of compensation made to members of the assembly;

NOW, THEREFORE, BE IT RESOLVED BY THE ASSEMBLY OF THE CITY AND BOROUGH OF JUNEAU, ALASKA:

1. There is hereby established the Citizens' Advisory Committee for Assembly Compensation Review.

2. The committee shall consist of five members who shall serve until September 31, 1977 unless the committee is sooner discharged by the assembly or unless the assembly, by motion, extends said date.