

Board of Commissioners of Cook County

Legislation Details

File #: 16-5468 Version: 1 Name: COUNTY OF COOK AND THE AMERICAN

FEDERATION OF STATE COUNTY AND

MUNICIPAL EMPLOYEES REPRESENTING THE AFSCME LOCAL 2264 COUNTY POLICE OFFICERS, AFSCME LOCAL 3958 COUNTY POLICE SERGEANTS; AFSCME LOCAL 2226 CORRECTIONAL LIEUTENANTS; AND AFSCME

LOCAL 3692 CORR

Type: Resolution **Status:** Approved

File created: 9/21/2016 In control: Board of Commissioners

On agenda: 10/5/2016 Final action: 10/5/2016

Title: PROPOSED RESOLUTION

COUNTY OF COOK AND THE AMERICAN FEDERATION OF STATE COUNTY AND MUNICIPAL EMPLOYEES REPRESENTING THE AFSCME LOCAL 2264 COUNTY POLICE OFFICERS, AFSCME LOCAL 3958 COUNTY POLICE SERGEANTS; AFSCME LOCAL 2226 CORRECTIONAL LIEUTENANTS; AND AFSCME LOCAL 3692 CORRECTIONAL SERGEANTS

WHEREAS, the Illinois Public Employee Labor Relations Act (5 ILCS 315/1 et seq.) has established regulations regarding collective bargaining with a union; and

WHEREAS, Collective Bargaining Agreements for the period of December 1, 2012 through November 30, 2017 have been negotiated between the County of Cook and the American Federation of State County and Municipal Employees representing the AFSCME Local 2264 County Police Officers, AFSCME Local 3958 County Police Sergeants; AFSCME Local 2226 Correctional Lieutenants; and AFSCME Local 3692 Correctional Sergeants; and

WHEREAS, salary adjustments and general wage increases previously approved are reflected in the Salary Schedules included in the Collective Bargaining Agreements negotiated between the County of Cook and AFSCME Local 2264, 3958, 2226 and 3692; and

NOW, THEREFORE, BE IT RESOLVED, that the Cook County Board of Commissioners does hereby approve the Collective Bargaining Agreements between the County of Cook and AFSCME Local 2264, 3958, 2226 and 3692; as provided by the Bureau of Human Resources.

Sponsors: TONI PRECKWINKLE (President)

Indexes:

Code sections:

Attachments:

Date	Ver.	Action By	Action	Result
10/5/2016	1	Board of Commissioners	approve	Pass