

**SIDE LETTER
BETWEEN THE CITY OF LINCOLN
AND THE**

LINCOLN PROFESSIONAL FIREFIGHTERS ASSOCIATION EMPLOYEE GROUP

This side letter agreement amends the current Memorandum of Understanding between the City of Lincoln and the Lincoln Professional Firefighters Association (LPFA) for the contract period of April 1, 2021 through March 31, 2026.

An amendment to the LPFA MOU is necessary to clarify the language used to implement the agreed upon increase to the group's sick leave accruals from 134.4 hours to 158.4 hours for a total increase of 24 hours per annum.

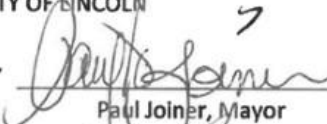
The City's payroll software is programmed to credit leave accruals each bi-weekly pay period for a total of 26 pay periods. The current language indicates that the employee is entitled to 12.1 hours of sick leave for each month of full-time employment. Without clarifying language reflecting the actual amount of hours to be accrued per pay period, the language could be interpreted to mean that the employee is only entitled to 12.1 hours per month for a total of 145.2 hours per annum rather than the agreed upon 158.4 hours per annum. The following underlined additions and deletions (reflected with strikethrough text) are intended to clarify the language to ensure that the agreed upon increase of 24 hours per annum is properly effectuated.

ARTICLE VIII – LEAVES

8.2. SICK LEAVE


Effective with the first full pay period following ratification of this agreement, each employee shall be entitled to ~~42.4~~ 6.09 hours of sick leave per pay period (~~158.4 hours per year~~) for each month of full-time employment worked, commencing on the first day of the month following the month in which said person was employed.

CITY OF LINCOLN

BY 
Paul Joiner, Mayor

12-14-2022

Date

BY 
Sean Scully, City Manager

12/20/22

Date

LINCOLN PROFESSIONAL FIREFIGHTERS ASSOCIATION EMPLOYEE GROUP

BY _____
Jeff Carter, LPFA Chief Negotiator

Date

1/6/23

Trevor Jamison, President, Local 522

Date

1/9/23

Evan Faddis, President, LPFA

Date