



City of BUENA PARK

STUDY & EXECUTIVE SESSIONS

BUENA PARK CITY COUNCIL
STUDY SESSION EXECUTIVE SESSION
SUMMARY SHEET

MEETING DATE: March 13, 2018

TOPIC: CONFERENCE WITH LABOR NEGOTIATOR – ALL BARGAINING UNITS

FROM: Eddie Fenton, Director of Human Resources/Risk Management

EXECUTIVE SESSION: INFORMATION REQUIRED BY THE BROWN ACT:

- | | |
|--|---|
| <input type="checkbox"/> License Permit Determination 54956.7 | <input type="checkbox"/> Conference with Real Property Negotiator 54956.8 |
| <input type="checkbox"/> Conf w/Legal Counsel-Existing Lit. 54956.9(d)(1) | <input type="checkbox"/> Conf w/Legal-Anticipated Lit. (exposure to) 54956.9(d)(2) |
| <input type="checkbox"/> Liability Claims 54956.95 | <input type="checkbox"/> Conf w/ Legal-Anticipation Lit. (city initiated) 54956.9(d)(4) |
| <input type="checkbox"/> Worker' Compensation Claims 54956.95 | <input type="checkbox"/> Threat to Public Services or Facilities 54957 |
| <input type="checkbox"/> Public Employee Appointment 54957 | <input type="checkbox"/> Public Employment 54957 |
| <input type="checkbox"/> Public Employee Performance Evaluation 54957 | <input type="checkbox"/> Public Employee Discipline/Dismissal/Release 54957 |
| <input checked="" type="checkbox"/> Conference with Labor Negotiator 54957.6 | <input type="checkbox"/> Report Involving Trade Secret |
| <input type="checkbox"/> Case Review/Planning 54957.8 | <input type="checkbox"/> Hearings |

Pursuant to Government Code Section _____ (example: 54956.8, 54957.6)

Applicant: _____

Property: _____

Negotiating Parties: _____

Under Negotiation: _____

Name of Case: _____

Title (public employee items): _____

Employee Organization (labor items): Buena Park City Employees' Association; Buena Park Technical, Office, and Professionals Association; Buena Park Management Unit; Buena Park Police Management Association; Buena Park Police Association; Buena Park Unrepresented Employees.

Subject Matter: _____

Other: _____

BACK-UP MATERIAL? YES NO IN C.C. CONF. ROOM

REQUESTED OF COUNCIL/AGENCY BOARD:
