

City of Long Beach

Legislation Details (With Text)

File #: 22-1119 Version: 1 Name: CS - Labor Negotiations

Type: Agenda Item Status: Received and Filed

File created: 9/22/2022 In control: City Council Special Meeting

On agenda: 9/27/2022 **Final action:** 9/27/2022

Title: a. Pursuant to Section 54957.6 of the California Government Code

regarding labor negotiations with unrepresented and represented employees: City Designated representative: Thomas B. Modica; Employee Organizations: Long Beach Lifeguards' Association; Long Beach Association of Engineering Employees; Long Beach Management Association; Long Beach Association of Confidential Employees; Long Beach Police Officers' Association; International Association of Machinists and Aerospace Workers, Local Lodge 1930, District Lodge 947; International Brotherhood of Electrical Workers, Local 47; Association of Long Beach Employees; Service Employees International Union Local 721; Long Beach City Prosecutors' Association; Long Beach City Attorneys' Association; and Long Beach Firefighters Association, Local 372.

Sponsors:

Indexes:

Code sections:

Attachments:

Date	Ver.	Action By	Action	Result
9/27/2022	1	City Council Special Meeting	received and filed	

a. Pursuant to Section 54957.6 of the California Government Code regarding labor negotiations with unrepresented and represented employees: City Designated representative: Thomas B. Modica; Employee Organizations: Long Beach Lifeguards' Association; Long Beach Association of Engineering Employees; Long Beach Management Association; Long Beach Association of Confidential Employees; Long Beach Police Officers' Association; International Association of Machinists and Aerospace Workers, Local Lodge 1930, District Lodge 947; International Brotherhood of Electrical Workers, Local 47; Association of Long Beach Employees; Service Employees International Union Local 721; Long Beach City Prosecutors' Association; Long Beach City Attorneys' Association; and Long Beach Firefighters Association, Local 372.