

**MEMORANDUM FROM THE CITY ATTORNEY
CONCERNING A CLOSED SESSION BEFORE
THE CITY COUNCIL OF THE CITY OF BRENTWOOD**

TO: Mayor and Members of the City Council

FROM: Katherine Wisinski, Interim City Attorney

SUBJECT: Closed Session

CONFERENCE WITH LABOR NEGOTIATORS
[Gov't. Code § 54957.6]

City Designated Representatives: Tim Ogden, City Manager
Sukari Beshears, Director of Human Resources/Risk
Manager
Kerry Breen, City Treasurer/Director of Finance and
Information Systems
Gregory Ramirez, IEDA

Employee Organizations: Brentwood Police Officers' Association
Brentwood Police Lieutenants Group
Brentwood Managers and Confidential Employees' Association
Brentwood Supervisors and Professional Employees' Association
Brentwood Employees' Association/Miscellaneous Office Division
Brentwood Employees' Association/Public Works Division

Unrepresented Employees: Assistant City Manager; Directors of Community Development,
Finance and Information Systems/City Treasurer, Human
Resources/Risk Manager, Parks and Recreation, Public Works and
Engineering/City Engineer; Chief of Police; Assistant Directors of
Finance and Information Systems and Public Works; Police
Captains; Assistant City Attorney; and Deputy City Attorney

A closed session will be held on June 11, 2024, for the purpose of reviewing the City Council's position and instructing its designated representative regarding the salaries, salary schedules, or compensation paid in the form of fringe benefits of its represented and unrepresented employees, as applicable, and for represented employees, any other matter within the statutorily-provided scope of representation. *[Gov't. Code §54957.6]*.

Approval of an agreement concluding labor negotiations with represented employees pursuant to Section 54957.6 shall be reported after the agreement is final and has been accepted or ratified by the other party. The report shall identify the item approved and the other party or parties to the negotiation.

Dated: June 5, 2024.



Katherine Wisinski
Interim City Attorney