

Mayor's Report 2/12/2015

One of the great resources we have available to us here in Chino Valley is the League of Arizona Cities and Towns. The League is a voluntary association of the 91 incorporated municipalities in Arizona, and provides training, support and information to its members. Since numerous questions have been raised regarding salaries in Chino Valley's town government, I thought I'd do a little comparison of the salaries of our local government officials as compared to towns our size in Arizona. (from Paradise Valley at Pop.12,800 to Sedona at Pop 10,000).

Even though it would have been easier and faster to go to the local coffee shop or barber shop to get all my facts, I thought I'd just throw caution to the wind and look on the League of Cities and Towns Salary Survey. What I found was interesting, to say the least. For example: the average pay for a Human Resources Director in a town our size is right around \$90,000 per year, which is a bit more than the town is proposing to pay our new Director. And what was really strange was that Lake Havasu pays \$107,000 to their HR Director, which is a dollar or two more than the recently reported amount of \$50,000. (I'm not quite sure what happened there...)

Other Chino Valley department heads (with very few exceptions) were below the average salary for towns our size. All things considered, I believe our staff at the Town of Chino Valley provides us excellent value for the salaries they receive. They have helped us navigate through the numerous financial challenges, lawsuits, and convoluted agreements which we (as a Council) have inherited, and unfortunately there are still more challenges that we have to deal with in days to come. The refinancing of our wastewater treatment plant alone has saved us over \$2.2 million, to say nothing of the twelve million dollar lawsuit which we avoided by extending Road 4 South. Granted, progress hasn't been as quick as we would have liked- but at least it has been progress.

Chris Marley, Mayor of Chino Valley