## ORDINANCE NO. 2025-1196

AN ORDINANCE OF THE CITY OF WISNER, NEBRASKA TO ESTABLISH AN HOURLY AND SALARY PAY SCHEDULE OF CITY PUBLIC WORKS, OFFICE EMPLOYEES, LIBRARY, AND THE POLICE DEPARTMENT; REPEAL OF ALL ORDINANCES AND PARTS OF ORDINANCES IN CONFLICT WITH THE PROVISIONS OF THIS ORDINANCE; AND TO ESTABLISH AN EFFECTIVE DATE.

BE IT ORDAINED BY THE MAYOR AND COUNCIL OF THE CITY OF WISNER, NEBRASKA:

SECTION 1: Effective for FY 2025-2026 (October 1, 2025—September 30, 2026), the hourly and salary pay schedule of City Public Works, Office Employees, Library, and the Police Department shall be as follows:

A. All employees will receive a 4.5% hourly wage increase,

Therefore, pursuant to the provisions of Section 1, Subsections A, above, the hourly and salary pay schedule for City Public Works, Office Employees, Library, and the Police Department shall be as follows:

Brook Andersen \$31.05/hour Don Biggerstaff \$30.37/hour Andrew Brahmer \$22.66/hour Gary Clark \$23.56/hour Keith Denker \$17.25/hour Carol Duncan \$3,550.50/month Eloise Feverherm \$19.87/hour Dave Gobar \$25.92/hour Stephanie James \$32.83/hour Cody Lanagan \$5,434.00/month John McCain \$32.46/hour Eric Nelson \$26.23/hour Lauren Phillips \$23.52/hour John Rath \$28.22/hour Tiffany Rhodus \$5.791.05/month Doug Salmen \$6,001.20/month Tim Springer \$18.81/hour Adam Woldt \$27.94/hour Randy Woldt \$13.068.97/month

SECTION 2: REPEAL OF ORDINANCES. That any other ordinance or parts of ordinances in conflict with the provisions of this ordinance are hereby repealed.

SECTION 3: EFFECTIVE DATE. This ordinance shall take effect and be in full force from and after its passage approval and publication in pamphlet form as required by law. Ordinance No. 2025-1196 shall be maintained in the permanent records of the City of Wisner but shall not be printed in the City Code Book as it is subject to annual change.

PASSED AND APPROVED ON THIS 15 <sup>th</sup> D	OAY OF SEPTEMBER, 2025.
	Terry Soden, Mayor
ATTEST:	
Stephanie James, City Clerk/Treasurer	