

DRAFT 11/7/2025 *MCT*

RESOLUTION NO. _____

**A RESOLUTION OF THE CITY COUNCIL OF THE CITY
OF SUNNYVALE FOR PAYING AND REPORTING THE
VALUE OF EMPLOYER PAID MEMBER
CONTRIBUTIONS TO THE CALIFORNIA PUBLIC
EMPLOYEES' RETIREMENT SYSTEM FOR MEMBERS
OF THE PUBLIC SAFETY MANAGERS' ASSOCIATION
(PSMA)**

WHEREAS, the governing body of the City of Sunnyvale (the City) has the authority to implement Government Code Section 20636(c)(4) pursuant to Section 20691;

WHEREAS, the City has a written labor policy or agreement which specifically provides for the normal member contributions to be paid by the employer, and reported as additional compensation;

WHEREAS, one of the steps in the procedures to implement Section 20691 is the adoption by the City of a Resolution to commence paying and reporting the value of said Employer Paid Member Contributions (EPMC);

WHEREAS, since approximately June 2013, the City has paid six percent of the normal employer paid contributions for members of the Sunnyvale Public Safety Managers' Association (PSMA) (Resolution No. 592-13), and the City has recently negotiated a new memorandum of understanding with the PSMA which eliminates the EPMC for PSMA members effective January 1, 2026; and

WHEREAS, the City has identified the following conditions for the purpose of its election to pay EPMC;

- **This benefit shall apply to all members of the Sunnyvale Public Safety Managers' Association (PSMA).**
- **This benefit shall consist changing the existing 4% payment to paying 0% of the normal member contributions as EPMC.**
- **The effective date of this Resolution shall be January 1, 2026.**

NOW, THEREFORE, BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF SUNNYVALE THAT it hereby elects to pay and report the value of EPMC as set forth above.

Adopted by the City Council at a regular meeting held on _____, by the following vote:

AYES:
NOES:
ABSTAIN:
ABSENT:
RECUSAL:

ATTEST:

APPROVED:

DAVID CARNAHAN
City Clerk
(SEAL)

LARRY KLEIN
Mayor

APPROVED AS TO FORM:

REBECCA L. MOON
City Attorney