

ORDINANCE NO. 208, 2025
OF THE COUNCIL OF THE CITY OF FORT COLLINS
AMENDING SECTION 2-606 OF THE CODE OF THE CITY OF
FORT COLLINS AND SETTING THE SALARY OF
THE CHIEF JUDGE

A. Pursuant to Article VII, Section 1 of the City Charter, the City Council is responsible for fixing the compensation of the Chief Judge.

B. The City is committed to compensating its employees in a manner which is fair, competitive and understandable.

C. The City's pay philosophy is based on total compensation, which includes not only base salary but also deferred compensation payments, vacation and holiday leave, and amounts paid by the City for medical, dental, life and long-term disability insurance.

D. The City Council supports a compensation philosophy of paying employees a competitive salary and sets the salary of the Chief Judge based on established market data.

E. The City Council met with the Chief Judge on November 25, 2025, to conduct a review and establish goals for her performance.

F. The City Council believes the annual base salary of the Chief Judge for 2026 should be established at the amount of \$218,141 effective January 5, 2026.

In light of the foregoing recitals, which the Council hereby makes and adopts as determinations and findings, BE IT ORDAINED BY THE COUNCIL OF THE CITY OF FORT COLLINS as follows

Section 1. Section 2-606 of the Code of the City of Fort Collins is hereby amended to read as follows:

Sec. 2-606. - Salary of the Chief Judge.

The base salary to be paid to the Chief Judge shall be two hundred eighteen thousand one hundred forty-one dollars (\$218,141) per annum, payable in biweekly installments, which sum shall be charged to general government expense.

Section 2. The effective date of the salary adjustment shall be January 5, 2026.

Introduced, considered favorably on first reading on December 16, 2025, and approved on second reading for final passage on January 6, 2026.

Mayor

ATTEST:

City Clerk

Effective Date: January 16, 2026
Approving Attorney: Jenny Lopez Filkins

Exhibit: None