## City of Orland Established, Authorized and Unfunded Positions DRAFT 2.0 For the Fiscal Year 2025-26

Established Position Titles	Optimal Staffing	Contract Professionals	Funded Employees	Positions Not Funded	Change from FY25
City Manager	1.0		1.0		
Director of Administrative Services/ACM/Grants	1.0		1.0		
City Clerk / Planning Admin	1.0		1.0		
City Attorney	0.5	0.5			
City Engineer	0.5	0.5			
City Planner	0.5	0.5			
Accounting Consultant	0.5	0.5		4.0	
Accounting and IT Manager	1.0		4.0	1.0	
Accounting Analyst	1.0		1.0	0.5	
Accounting Tech II / Payroll	1.0		0.5	0.5	
Accounting Tech I	1.0		4.0	1.0	-4405
Admin Tech I	0.5		1.0		add 0.5
Community Services Director	1.0			1.0	
City Building Official	1.0	0.5			
Building Inspector	0.5	0.5			
Code Enforcement Officer	0.5	0.5	0.5	0.5	
Permit Tech	1.0		0.5	0.5	
Chief of Police	1.0		1.0		
Police Sergeants	2.0		2.0		
Police Patrol Officers (1 funded by COPS Grant)	9.0		9.0		
Detective	1.0			1.0	
GLNTFF Officer	1.0			1.0	
School Resource Officer (funded by grant)	1.0		1.0		city funding
Police Clerk/Records	1.0		1.0		
Community Service Officer/Evidence Technician	1.0		1.0		
Police Dept Admin	1.0		1.0		
Fire Chief	1.0		1.0		
Fire Dept Admin (% paid by Orland Rural District)			0.5	0.5	corrected
Fire Mechanic	1.0		1.0		
Director of Public Works	1.0		1.0		
Public Works Supervisor	1.0			1.0	
Public Works Lead/Foreman	1.0		1.0		
Admin Support/Billing/Cust Svc	0.5		0.5		
Water Treatment Operator	2.0		1.0	1.0	
Wastewater Treatment Operator	2.0		1.0	1.0	
Equipment Mechanic	2.0		2.0	1.0	
· ·	1.0		2.0	1.0	
Equipment Operator  Maintenance Workers	8.0		8.0	1.0	
Facilities Custodian	1.0		0.0	1.0	
Green Waste Operator	1.0			1.0	
•	4.0		10		
Recreation Manager	1.0		1.0		
Recreation Assistant PT					
Library Director (cost shared with Willows, County)	1.0		1.0		
Assistant Librarian	1.0		1.0		mgmt 2024
Librarian - Technician III Cataloguer	1.0		1.0		
Library Technician II	2.0			1.0	
Childrens' Librarian	1.0		1.0		
Library Assistants ( 3PT @ .5 = 1 FTE)	1.0		1.5		corrected
Totals	61.0	3.5	45.5	12.5	