

#### **Payroll Improvements Update**

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February 6, 2024



# **Payroll Facts**



FY2024 **payroll budget** (salaries and benefits) is **\$945,312,000**, or **37%** of \$2.6 billion City budget.



Police and Fire represent 69% of General Fund budget



City has about 7,150 active employees, **Public safety** represents **57%** of **General Fund** employees



In FY2023, City processed 184,000 payroll transactions



# Why do Police and Fire payrolls tend to be more complex than those of other departments?

- Variable hours
- Frequent work on holidays at higher rates
- Large amounts of overtime
- Wide variety of pay incentives
- Special provisions in labor agreements, which have been subject to interpretation





#### **Participating Departments**

- Primary departments involved in payroll processing:
  - √ Financial Management Services: financial, payroll tax and accounting
  - √ Human Resources: time and attendance, employee records
  - ✓Information Technology Solutions: payroll systems
- All City departments play vital role in payroll process
  - ✓ Scheduling, time-keeping, and approval
  - ✓ Budget management, cost control



#### **Payroll Task Force**

- City Manager's Office
- Financial Management Services
- Human Resources
- Information Technology Solutions
- FWLab
- Law
- Internal Audit

- Police
- Fire
- Fort Worth Police Officers Association\*
- Local 440, International Association of Fire Fighters\*

\*invited to join the Payroll Task Force in January 2024









## Why was this Project Needed

- Resolve repeated challenges associated with Fire and Police payroll processing
- Improve time and absence tracking/visibility
- Optimize payroll time calculations for Fire and Police personnel (civil service and civilian)
- Reduce or eliminate payroll errors, including overpayments and underpayments to employees
- Rectify inconsistent application of policies
- Ensure contract compliance with labor agreements



#### **Public Safety Payroll Project Goals**

Accurate and efficient processing through automation

Simple, easy-to-read pay advices

Improved end-user experience

**Employee accountability** 

Streamlined business processes



# **Existing vs. Proposed Conditions**

| System Attribute           | Identified Issues                            | Examples of Issues to be Resolved             |
|----------------------------|--|---|
| Complexity of policies     | Extremely complex                            | <ul> <li>Holiday pay</li> </ul>               |
|                            |  | Shift differential                            |
|                            |  | • K-9 pay                                     |
| Automation of              | 192 manual processes                         | <ul> <li>E-Overtime manual double-</li> </ul> |
| process                    | 192 manuai processes                         | entry eliminated                              |
|                            | Not all employees validate their time worked | <ul> <li>Time keepers validating</li> </ul>   |
| Employee<br>accountability |  | time on behalf of                             |
|                            |  | employees                                     |
|                            | Inconsistent approval of subordinate time    | <ul> <li>Eliminating auto approval</li> </ul> |
|                            | worked                                       | of time worked                                |



# **Project Phased Approach**

Analysis

System Build

**Testing** 

Full Implementation

Identify and document payroll process

Align process to policy

Align technology to process

Identify manual processes and *opportunities to automate* 

Question current practices and mitigate

Integrate PeopleSoft and UKG business processes

Configure improvements identified in analysis phase

Reduce complexity

Question current practices and mitigate – change management

Drive continuous improvement (ask why!)

Concurrent with FY25 budget development

Completed by July 2024

Ensure solution meets business needs & project goals

Improved shift scheduling

Automated pay type categorization

Reduction of payroll related errors due to complexity

Continue change management, Training, and Go Live Readiness



# Payroll Project History: IRs and M&Cs

| M&C / IR<br>Reference | Date                  | Subject/Purpose  |
|-----------------------|-----------------------|--|
| IR 10360              | January 28, 2020      | Payroll Task Force Update  |
| IR 21-10625           | August 3, 2021        | Payroll Process Update   |
| IR 21-10680           | September 28,<br>2021 | Public Safety Payroll Solution Recommendation  |
| M&C 21-<br>0731       | September 28,<br>2021 | Authorize initial funding of \$2,109,400 to implement the Public Safety Payroll Solution project - UKG system  |
| M&C 21-<br>0732       | September 28,<br>2021 | Authorize Coop Agreement w/ Immix Technology to purchase and implement the Public Safety Payroll Solution project - UKG system   |
| M&C 21-<br>0733       | September 28,<br>2021 | Authorize Coop Agreement and spend authority for Staff Augmentation Services for IT Solutions (a portion of which to support the Public Safety Payroll Solution project - UKG system implementation) |
| M&C 21-<br>0734       | September 28,<br>2021 | Authorize Agreement and spend authority for temporary staffing (a portion of which to support the Public Safety Payroll Solution project - UKG system implementation)                                |
| IR 23-011             | January 24, 2023      | Update on Police and Fire Payroll Improvements   |



## **Payroll Improvements To Date**

- Pay advice re-design/simplification
- Improved coordination and communication
- Reduction in payroll errors
- Developing strategies to handle system workarounds
- Police Department rookie officer transition
- Improved K9 scheduling and processing
- Significant reduction in hours associated with the biweekly processing of payroll



#### Next Phase – Phase III – Functional Testing

- Vendor to complete system build for Fire Department (February 2024) and Police Department (March 2024)
- Initiate functional testing activities for 5 months (into July 2024)
  - Goal is to confirm system is processing pay calculations as expected



# **Updated Payroll Project Budget**

| Budget Detail  | Amount       | Driver/Justification  |
|--|--------------|---|
| Initial Project Budget   | \$2,631,400  |   |
| Adjusted Project Budget  | \$3,896,400  | Informal Report 23-011 - \$1,265,000 added to project budget                                    |
| Reallocate Funding to Extend Project to cover functional build testing | \$365,000    | Cost to extend project support resources(contractors) into testing phase of project (July 2024) |
| Revised Total Project Budget   | \$4,261,400* |   |

#### \*Notes:

- 1 Estimated cost to extend project is being funded from existing resources within departmental budgets.
- 2 Revised total project budget does not include ongoing cost of maintenance/licenses.



#### **Summary of Upcoming Council Actions**

- Actions to be taken by City Council:
  - ✓ February 27: M&C approving the reallocation of funds (\$365,000) from participating department budgets to extend the project into testing.
  - ✓ <u>August 6:</u> City staff to bring forward recommendation on the next phase of the project
  - ✓ <u>August TBD</u>: City Manager presents recommended FY2025 budget to include Phase IV of this project as appropriate



## **Questions?**



