

LABOR AGREEMENT

Between

BAYFIELD COUNTY

And

**BAYFIELD COUNTY EMPLOYEES
TEAMSTER LOCAL 346**

January 1, 2022 thru December 31, 2022

WORKING AGREEMENT

BAYFIELD COUNTY, hereinafter referred to as the "Employer" and the **BAYFIELD COUNTY EMPLOYEES, TEAMSTERS LOCAL UNION #346** representing employees in those classifications covered by this Agreement, hereinafter referred to as the "Union", agree to the following for the purpose of setting forth total base wages for the 2022 calendar year for the Employees represented by the Union.

This Agreement shall supersede and replace all previous agreements between the parties hereto. It is agreed and understood that the Employer is a municipality representing the electors and taxpayers of Bayfield County.

ARTICLE 1

Recognition, Representation, Fair Share, Membership, Administration, Indemnification

RECOGNITION: The Employer agrees to and does hereby recognize the GENERAL DRIVERS LOCAL UNION NO. 346 of the International Brotherhood of Teamsters, Chauffeurs, Warehousemen and Helpers of America, and those persons authorized to and acting in behalf of said Labor Union.

ARTICLE 2

DURATION OF AGREEMENT

TERM: This Agreement shall be in effect upon execution by the parties through and until December 31, 2022. Prior to the expiration of this Agreement, either party may request the other party to reopen negotiations for the following year pursuant to the provisions of Wis. Stat. § 111.70(4)(cm).

ARTICLE 3

TOTAL BASE WAGE COMPENSATION

The parties agree to an across the board 2.3% increase to the hourly total base wages of filled positions in the unit.

IN WITNESS WHEREOF, the parties to this Agreement have hereunto set their hands and seals by their duly authorized representative.

BAYFIELD COUNTY

**BAYFIELD COUNTY EMPLOYEES
TEAMSTER LOCAL UNION 346**

Dennis Pocerlich
County Board Chairman

Dalton Collins
Teamster Local 346

Mark Abeles-Allison,
Bayfield County Administrator

Zak Radzak
Teamster Bargaining Representative

Dated this _____ day of _____, 2022.