

Earned Sick and Safe Time Task Force  
Paper Survey Information  
Feedback on Options

14 Surveys

Q1: What type of policy:  $248 + 14 = 262$

1. Full Policy + 11  $\rightarrow 88/262 = 33.59\%$
2. Basic Policy + 2
3. No Ordinance + 1

Q2: Employees to be covered:  $225 + 14 = 239$

1. All employees +12  $\rightarrow 20/239 = 8.37\%$
2. Full Time +2
3. Part Tim +1

Q3: Employers to be covered:  $213 + 14 = 227$

1. All employers +11  $\rightarrow 102/227 = 44.93\%$
2. For 10+ employees +1
3. For 50+ employees +2

Q4: When does an employee begin to earn ESST:  $221 + 14 = 235$

1. Date of Hire +13  $\rightarrow 69/235 = 29.6\%$
2. 1 Year from date of hire +1

Q5: When may an employee use ESST:  $220 + 14 = 234$

1. Immediately +11  $\rightarrow 99/234 = 42.31\%$
2. 30 days after earning +1
3. 90 days after earning + 1
4. 180 days after earning +1

Q6: How much time earned at what rate:  $218 + 14 = 232$

1. 1 Hr for 30 Hrs + 12  $\rightarrow 55/232 = 23.71\%$
2. 1 Hr for 20 Hrs +2

Q7: Should there be a max ESST earned in 12 month period:  $215 + 14 = 229$

1. No maximum + 9  $\rightarrow 71/229 = 31.00\%$
2. Max 24 Hours +2
3. Max 48 Hours +2
4. Max 80 Hours +2

Q8: How much paid ESST should be rolled over to next year:  $219 + 14 = 233$

1. Rollover Increases with longevity + 8  $\rightarrow 62/233 = 26.61\%$

2. 80 Hr rollover +2
3. It should all rollover +2
4. 24 Hr rollover +1
5. No rollover +1

Q9: Should there be a cap on ESST usage per year:  $221 + 14 = 235$

1. No cap + 11  $\rightarrow 19/235 = 8.09\%$
2. Yes cap +3

Q10: Enforcement Mechanism:  $221 + 14 = 235$

1. Complaint-based + 8  $\rightarrow 68/235 = 28.94\%$
2. Annual Reporting +3
3. Education and incentive based +2
4. No opinion +1

Q11: Who should enforce:  $219 + 14 = 233$

1. Commission + 8  $\rightarrow 32/233 = 13.73\%$
2. Civil Attorney Division +4
3. Administrative Unit +2

Q12: Request for documentation after 3 days of ESST use:  $216 + 14 = 230$

1. No documentation +11  $\rightarrow 40/230 = 17.39\%$
2. Yes documentation +3