

Position	Other Positions Held	City	Department	Total Wages	Total Retirement & Health Contribution
City Clerk	Human Resources Technician	Atwater	Human Resources	\$73,359	\$9,258
Council Member		Los Banos	Administration	\$8,793	\$1,577
Mayor		Los Banos	Administration	\$5,700	\$21,747
Council Member		Los Banos	Administration	\$4,500	\$11,469
Council Member		Los Banos	Administration	\$4,500	\$747
Council Member		Livingston	City Council	\$3,600	\$0
Council Member		Livingston	Council	\$3,600	\$0
Council Member		Livingston	Council	\$3,600	\$0
Council Member		Livingston	Council	\$3,600	\$0
Council Member		Los Banos	Administration	\$3,600	\$11,237
Council Member - Mayor		Livingston	City Council	\$3,600	\$0
City Treasurer		Atwater	Treasurer	\$2,340	\$0
Councilmember		Dos Palos	Administration	\$1,800	\$0
Councilmember		Dos Palos	Administration	\$1,800	\$0
Mayor		Dos Palos	Administration	\$1,800	\$0
Treasurer		Dos Palos	Administration	\$1,800	\$0
Councilmember		Dos Palos	Administration	\$1,585	\$0
Councilmember		Dos Palos	Administration	\$1,585	\$0
City Clerk		Livingston	Council	\$1,200	\$0
Mayor		Gustine	Council	\$1,020	\$0
Member		Gustine	Council	\$1,020	\$0
Member		Gustine	Council	\$1,020	\$0
Member		Gustine	Council	\$935	\$0
Member		Gustine	Council	\$935	\$0
Treasurer		Livingston	Council	\$720	\$0
City Council Member		Merced	City Council	\$240	\$0
City Council Member		Merced	City Council	\$240	\$0
City Council Member		Merced	City Council	\$240	\$0
City Council Member		Merced	City Council	\$240	\$0

City Council Member		Merced	City Council	\$240	\$0
City Council Member - Mayor		Merced	City Council	\$240	\$0
Councilmember		Dos Palos	Administration	\$150	\$0
Councilmember		Dos Palos	Administration	\$150	\$0
Member		Gustine	Council	\$85	\$0
Member		Gustine	Council	\$85	\$0
City Council Member		Merced	City Council	\$0	\$0
Council Member		Atwater	City Council	\$0	\$0
Council Member		Atwater	City Council	\$0	\$0
Council Member		Atwater	City Council	\$0	\$0
Council Member		Atwater	City Council	\$0	\$0
Mayor		Atwater	City Council	\$0	\$0