

OFFICE OF THE CITY AUDITOR

AUDIT COMMITTEE MEETING PRESENTATION

June 27, 2023

Edmonton

7.1 - Revised 2023 Annual Work Plan

Recommendation: That the Office of the City Auditor Revised 2023 Annual Work Plan, as set out in Attachment 1 of the June 27, 2023, Office of the City Auditor report OCA01938, be approved.

Changes to the plan:

Removed the following audits:

- Diversity, Equity, and Inclusion in the Workplace
- Dedicated Accessible Transit Service (DATS)
- Data Governance and Management
- Capital Projects - Lessons Learned

We will evaluate these audits for inclusion in our 2024 Annual Work Plan as part of our risk-based planning process.

7.2 - Recommendation Follow-up

Since our last report:

- **1 closed** recommendation
- **12 new** recommendations

Current status:

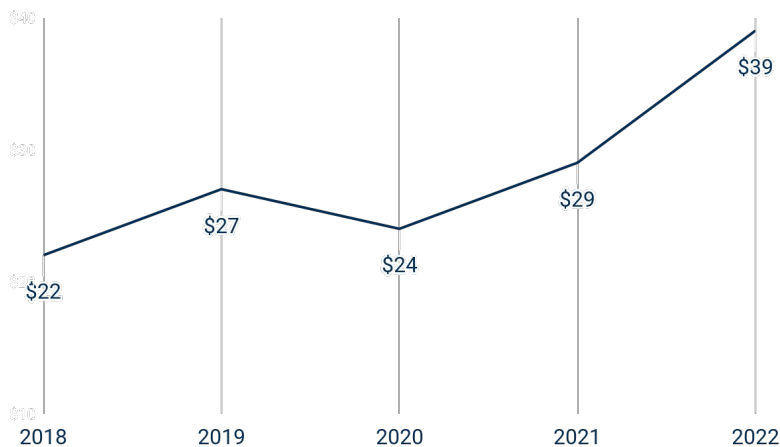
- **1 overdue** recommendation
- **35 not yet due** recommendations

Age of Open Recommendations

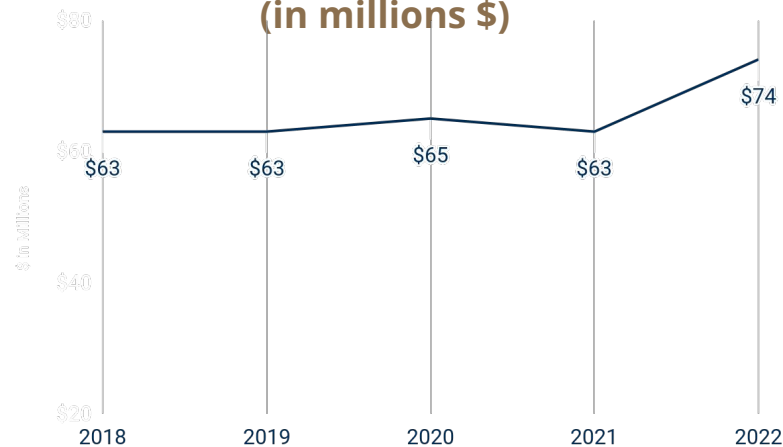


7.4 - Employee Absences and Overtime Audit

**Overtime Expenditure 2018 to 2022
(in millions \$)**



**Sick Pay and Paid Absences (not
including vacation) 2018 to 2022
(in millions \$)**



7.4 - Employee Absences and Overtime Audit

Positive Findings

- Overall, business areas are recording absences and overtime in the City's time entry systems in a timely manner and in accordance with applicable policies
- Business areas review, approve, and monitor that absences and overtime fairly represent the events that actually occurred, are justified, and are supported

Recommendations

- Strengthen support for the management of absences and overtime
- Provide City staff with consistent guidance on the use and tracking of earned days off and monitor that business areas are tracking employees' used earned days off against annual entitlements
- Provide business areas with consistent guidance on the monitoring and managing of overtime both at an individual and aggregate level
- Review and report on business areas' overtime monitoring and management practices

Thank you

Office of the City Auditor

Edmonton