

PERSONNEL COMMITTEE MEETING

December 10, 2014

Vice Chair Charles Hayes called to order the meeting of the Personnel Committee at 11:45 a.m. on Wednesday, December 10, 2014 in the Justice Center Training Conference Room, 330 Court Street, Eagle River, Wisconsin. Public meeting notice was given to the public twenty-four hours prior to the meeting.

Personnel Committee Members Present: Chuck Hayes, Vice Chair, Ron De Bruyne, Art Kunde and Walt Maciag

Others Present: Attorney Dan Borowski, Debbie Bohn, Jason Hilger and Kris Duening

Approve Agenda: Motion by Ron De Bruyne, seconded by Walt Maciag to approve the agenda to be discussed in any order by the Chair. All voting aye, carried.

Motion by Walt Maciag, seconded by Art Kunde to go into closed session pursuant to Wis. Stat. §19.85(1)(e)(f) for the purpose of discussing the County's position relative to collective bargaining for a successor labor agreement between Vilas County and the Law Enforcement Employee Relations Division of the Wisconsin Professional Police Association, Local 118 at 11:47 am. All voting aye, carried.

Walt Maciag left the meeting at 1:00 p.m.

Motion was made and seconded to return to open session at 1:01 p.m. pursuant to Wis. Stat. §19.85(1)(e)(f) for the purpose of discussing the County's position relative to collective bargaining for a successor labor agreement between Vilas County and the Law Enforcement Employee Relations Division of the Wisconsin Professional Police Association, Local 118.

At 1:01 p.m. initial exchange of collective bargaining proposals between Vilas County and the Law Enforcement Employee Relations Division of the Wisconsin Professional Police Association, Local 118

Next Meeting Date: December 19, 2014 at 9:00 a.m.

Adjournment: Motion by Ron De Bruyne, seconded Art Kunde to adjourn at 2:32 p.m. All voting aye, carried.

Minutes reflect the recorder's notation and are subject to approval by the appropriate board or committee.

Submitted by: Kris Duening, Payroll, Benefits & Accounts Payable Coordinator