

CITY OF ELROY
PUBLIC NOTICE

FINANCE AND PERSONNEL COMMITTEE MEETING

THE FINANCE AND PERSONNEL COMMITTEE OF THE COMMON COUNCIL WILL HOLD A MEETING ON **TUESDAY, JULY 14, 2020, AT 6:30 P.M.** OR SOON THEREAFTER, IN THE COUNCIL CHAMBERS OF CITY HALL LOCATED AT 1717 OMAHA STREET. THE COMMITTEE WILL CONVENE INTO CLOSED SESSION PURSUANT TO WIS. STATS. § 19.85(1)(C) CONSIDERATION OF EMPLOYMENT, PROMOTION, COMPENSATION, OR PERFORMANCE EVALUATION DATA OF ANY PUBLIC EMPLOYEE OVER WHICH THE GOVERNMENTAL BODY HAS JURISDICTION OR EXERCISES RESPONSIBILITY.

AGENDA

This meeting will follow Robert's Rules of Order, which provides common rules and procedures for deliberation and debate in order to place the whole membership on the same footing and speaking the same language.

1. Call to Order
2. Roll Call
3. Discussion and possible action on Small Business Emergency Grant Applications
4. Convene into closed session pursuant to Wis. Stats. § 19.85 (1)(c) – Considering employment, promotion, compensation or performance evaluation data of any public employee over which the governmental body has jurisdiction or exercises responsibility. Discuss 2020 staff wages.
5. Reconvene into open session
6. Committee Communication
7. Adjourn

Todd Lindemann, Chairperson

Notification of this meeting has been posted in accordance with Wisconsin's Open Meeting Laws. The Committee of the Common Council may take action on any item on the agenda. It is possible that members or a quorum of members from other governing bodies may be in attendance at the above-stated meeting to gather information; no action will be taken by any governmental body at the above-stated meeting other than the governmental body specifically referred to above in this notice. Upon reasonable notice, efforts will be made to accommodate the needs of disabled individuals through sign language interpreters or other auxiliary aids. For additional information or to request this service, contact Lynn Thorson, Clerk (462-2400) or by writing to City Hall, 1717 Omaha Street.