

**VILLAGE PRESIDENT**

Seth Speiser

**VILLAGE CLERK**

Jerry Menard

**VILLAGE TRUSTEES**

Mathew Trout

Dean Pruett

Lisa Meehling

Ray Matchett, Jr.

Mike Blaies

Denise Albers

# VILLAGE OF FREEBURG

## FREEBURG MUNICIPAL CENTER

14 SOUTHGATE CENTER, FREEBURG, IL 62243

PHONE: (618) 539-5545 • FAX: (618) 539-5590

Web Site: www.freeburg.com

January 23, 2017

**VILLAGE ADMINISTRATOR**

Tony Funderburg

**VILLAGE TREASURER**

Bryan A. Vogel

**PUBLIC WORKS DIRECTOR**

John Tolan

**POLICE CHIEF**

Stanley Donald

**VILLAGE ATTORNEY**

Weilmuenster & Keck, P.C.

### NOTICE

#### MEETING OF PERSONNEL & PUBLIC SAFETY COMMITTEE

(Personnel/Police/ESDA/Fire)

(Trout/Blaies/Meehling/Pruett)

A Personnel and Public Safety Committee Meeting of the Village of Freeburg will be held at the Municipal Center, Executive Board Room, **Wednesday, January 25, 2017, at 6:00 p.m.**

#### PERSONNEL AND PUBLIC SAFETY COMMITTEE MEETING

##### POLICE COMMITTEE

- A. Old Business
  - 1. Part-time Police Hire
  - 2. Police Department Expansion
  
- B. New Business
  - 1. Executive Session to Discuss Litigation, 5 ILCS 120/2-(c)11
  - 2. Ordinance #1619: An Ordinance Authorizing the Village to Enter into and the Mayor to Execute the St. Clair County Coordinated Communications Services Contract (CENCOM)

##### PERSONNEL COMMITTEE:

- A. Old Business
  - 1. Approval of December 28, 2016 Minutes
  
- B. New Business
  - 1. Entry Level Engineer or Project Manager Hire
  
- C. General Concerns
  
- D. Public Participation
  
- E. Adjourn

At said Personnel Meeting, the Village Trustees may vote on whether or not to hold an Executive Session to discuss the selection of a person to fill a public office [5 ILCS, 120/2 - (c) (3)], litigation [5 ILCS, 120/2 - (c)(11)] personnel [5 ILCS, 120/2 - (c)(1)]; real estate transactions [5 ILCS, 120/2 - (c)(5)], collective negotiating matters between the public body and its employees or their representatives [5 ILCS 120/2 (C)(2) or discussion of executive session minutes, 5 ILCS, 120/2-(c)(21)]