



Request for Council Action

TO: Mayor and City Council
THROUGH: Tim Murray, City Administrator
FROM: Kevin Bushard, Human Resources Manager
MEETING DATE: October 23, 2018
SUBJECT: Resolution 2018-214 Approve Hiring Part-time
Community Service Officer

Background:

Due to promotion there is a need to fill the Part-time Community Service Officer position in the Police Department. The position was posted from August 22, 2018 to September 7, 2018.

Ten applications were received and six applicants were selected to be interviewed. Interviews were held on October 10, 2018. After going through the interview process, Police Captain Jason Severson, Community Service Officer Supervisor Doug Delesha and Human Resources Manager Kevin Bushard selected Chloe Robinson as the candidate for the position.

Resolution 2018-214 requests that Chloe Robinson be hired on as the Part-time Community Service Officer at Step 1 of the Community Service Officer wage in the Local 320 Police Support Services CBA.

Recommendation:

Approve Resolution 2018-214 Approving the Hiring of Chloe Robinson, Part-time Community Service Officer for the City of Faribault, Minnesota

Attachments:

- Resolution 2018-214

CITY OF FARIBAULT

RESOLUTION #2018-214

APPROVE HIRING PART-TIME COMMUNITY SERVICE OFFICER

WHEREAS, the City of Faribault (the "City") presently has a vacancy for a Part-time Community Service Officer that needs to be filled by a qualified candidate; and

WHEREAS, the City has advertised and interviewed candidates for the Part-time Community Service Officer position with the City; and

WHEREAS, the City Council desires to fill the vacancy for the Part-time Community Service Officer position.

NOW THEREFORE, BE IT RESOLVED by the City Council of the City of Faribault, Minnesota, that Chloe Robinson shall be extended an offer of employment to fill the vacant Part-time Community Service Officer position.

Date Adopted: October 23, 2018

Faribault City Council

Kevin F. Voracek, Mayor

ATTEST:

Timothy C. Murray, City Administrator