

Decorah City Council
Personnel Committee
City Hall Council Chambers

Monday, July 6, 2021
Immediately following the regular council meeting

ZOOM Info:

Special Instructions for participation:

The meeting can be joined virtually by computer or smartphone at

<https://us02web.zoom.us/j/84032003645?pwd=aElqNHlDaHkvVGxGdDVjWnBSbDAwUT09>

If you would like to call in for an audio only, please use either of the following numbers: (929)205-6099 or (312)626-6799

When prompted the meeting ID is **840 3200 3645**

Please note – a special meeting passcode is required to join the meeting; **297934**

For special accommodations or accessibility, please call City Hall, 563.382.3651 prior to 4:00pm on Monday, July 7, 2021.
Please follow this link to the City Council packet and supporting documentation:

<https://www.dropbox.com/sh/8za3mfyowxqcc94/AADfmEkEVPjPy7crj2blOUZda?dl=0>

Agenda

Chair Johnson, Neal, Carlson, Schissel, Luse, Zittergruen, Hadley

1. Discussion regarding City Manager interview process

Mayor Borowski reviewed the interview process. Councilperson Zittergruen voice concerns about how the process has gone and his inability to be in attendance for the interviews. He requested to be able to meet individually with each of the candidates prior to Saturday so he is able to give his input.

Consultant Pat Callaghan stated it would be good for Steve to meet with the candidates as candidates like to meet all the council. However, to do so privately is unadvised. If the wrong question is asked it can cause legal ramifications. You want candidates to be comfortable as well.

He noted the date could have been changed if council had requested it.

Callaghan suggested he meet with candidates individually during the Meet and Greet event.

Councilperson Johnson felt it is a great inconvenience to candidates to have to meet at another time other than Saturday or Fri evening at the Meet and Greet.

Councilperson Carlson agreed saying it is more appropriate this way.

The consultants will coordinate the process.

