LANCASTER COMMUNITY SCHOOL DISTRICT Meeting of the Board of Education PERSONNEL COMMITTEE

Central Office 925 West Maple Street Lancaster, WI 53813 Wednesday March 10, 2021 6:00 p.m.

I. ROUTINE BUSINESS

A. Call meeting to order

Bill Haskins____Denise LaBudda _____ Adam Arians _____ Jerry Vesperman _____

II. PUBLIC PARTICIPATION

- A. Citizens of the District are entitled to the fullest and most complete information regarding affairs of the School District as compatible with conduct of the school's business, according to the Open Meeting Law. Notices that contain general subject matter designations such as "citizens and delegations" or "miscellaneous business" are not sufficient to meet the notice requirements of the Open Meeting Law. We do hope this brief explanation will help the public understand the guidelines your Board of Education needs to work under.
- B. CITIZEN(S) AND DELEGATIONS PRESENT AT THE MEETING REQUESTING AN ITEM BE CONSIDERED BY THE BOARD Every public notice of a meeting of a governmental body shall set forth the time, date, and place and subject matter of the meeting, including that intended for consideration at any contemplated closed session, in such form as is reasonably likely to apprise members of the public and the news media thereof. The public notice of a meeting of a governmental body may provide for a period of public comment, during which the body may receive information from members of the public.
- C. CITIZEN(S) AND DELEGATIONS PRESENT AT THE MEETING REQUESTING TO SPEAK ON SPECIFIC POSTED AGENDA ITEM. It is the intent of the Committee to hear issues relevant to items on the posted agenda. The time allocated will be limited to 20 minutes in total with a maximum 2-minute speaking time per speaker afforded to up to ten (10) citizens.

III. EXECUTIVE SESSION - 19.85(1)(c) – Considering employment, promotion, compensation or performance evaluation data of any public employee over which the governmental body has jurisdiction or exercices responsibility.

1. Middle School Administrative position