

KOOTENAI COUNTY

BOARD OF COMMISSIONERS

Special Meeting Agenda Human Resources: Personnel Changes

August 24, 2021 1:00 p.m.

451 N. Government Way, Administration Building Meeting Room 1A/B, 1st Floor

- A. Call to Order
- B. Changes to the Agenda (Action)
- C. Business Items (Action)
 - 1. Adoption of New Grades for Department Reorganization/Reclassifications HR
 - 2. Wage Adjustments as a Result of Reorganization/Reclassifications Treasurer
 - a. Executive Session pursuant to Idaho Code §74-206(1)(b) to consider the evaluation, dismissal or disciplining of, or to hear complaints or charges brought against a public officer, employee, staff member or individual agent (Closed Session Discussion)
 - b. Decisions/Direction (Open Session Action)
 - 3. Request for New Part Time Deputy Coroner Coroner
 - 4. Public Defender Wage Adjustments Public Defender
 - a. Executive Session pursuant to Idaho Code §74-206(1)(b) to consider the evaluation, dismissal or disciplining of, or to hear complaints or charges brought against a public officer, employee, staff member or individual agent (Closed Session Discussion)
 - b. Decisions/Direction (Open Session Action)
 - 5. Reclassify Attorney Position and Wage Adjustment for Chief Deputy Prosecutor
 - a. Executive Session pursuant to Idaho Code §74-206(1)(a) to consider hiring a public officer, employee, staff member, or individual agent. (Closed Session Discussion Item)
 - b. Decisions/Direction (Open Session Action Item)
 - 6. Exception to Policy 120 Prosecutor
 - a. Executive Session pursuant to Idaho Code §74-206(1)(a) to consider hiring a public officer, employee, staff member, or individual agent. (Closed Session Discussion Item)
 - b. Decisions/Direction (Open Session Action Item)
 - 7. Holiday Policy #312 HR
- D. Public Comment (Discussion)
- E. Adjourn

To attend this meeting remotely:

- To watch via YouTube, go to https://www.youtube.com/kootenaicountyidaho
- To participate or listen via telephone dial (205) 825-9699
- Please be sure to keep your devices on mute to limit background noise.