



City of Waukesha

City Hall,
201 Delafield Street
Waukesha, WI 53188

Meeting Agenda - Final

Human Resources Committee

Wednesday, April 14, 2021

6:00 PM

Committee Members: Council Chambers
In Person (Limited Capacity) or Virtual
https://waukesha-wi.zoom.us/webinar/register/WN_GiDd8nxjSom5uAXL_BsJLg
To call -888 788 0099 (Toll Free)
Webinar ID: 941 5184 1909
Passcode: 264778

1. Call To Order

2. Public Comment

3. Approval of Minutes

A. [ID#21-1965](#) Approval of HR Committee Meeting Minutes 2-19-2020

Attachments: [MeetingMinutes 2-19-20 DRAFT](#)

B. [ID#21-1966](#) Approval of HR Committee Meeting Minutes 2-12-2020

Attachments: [MeetingMinutes 2-12-20 DRAFT](#)

C. [ID#21-1967](#) Approval of HR Committee Meeting Minutes 2-17-2021

Attachments: [MeetingMinutes 2-17-21 DRAFT](#)

D. [ID#21-1968](#) Approval of HR Committee Meeting Minutes 2-24-2021

Attachments: [MeetingMinutes 2-24-21 DRAFT](#)

4. Business Items

A. [ID#21-2056](#) Review and Approve City of Waukesha and Milwaukee Jobs (The InfoSoft Group LLC, dba Circa) subscription job posting agreement

Attachments: [City of Waukesha MKE Jobs Posting Subscription Agreement March 2021](#)

5. Closed Session

A motion may be made pursuant to Wis. Stats. 19.85(1)(c) to go into closed session.

A. [ID#21-1969](#) Discussion and recommendation regarding the placement of a disciplinary letter in the employment file of the City Administrator

Notice: Upon conclusion of the closed session, a motion will be made to reconvene in open session. Possible action on the matters discussed in closed session

6. Adjournment

"A majority of the Council members may be in attendance"

NOTICE: Any person who has a qualifying disability under the Americans with Disabilities Act that requires that the meeting be accessible or that materials at the meeting be in an accessible format, please contact Fred Abadi, 48 hours prior to the meeting at 524-3600 or by the Wisconsin Telecommunications Relay System so that arrangements may be made to accommodate the request.