



MINUTES
Village of Glen Ellyn
Board of Fire and Police Commissioners
Special Meeting
Wednesday, January 8, 2020
4:00 PM
Police Department Community Room
65 S Park Blvd Glen Ellyn

MINUTES

Board Member Attendance: Chairmen Meyers
Commissioner Kozak
Commissioner Taylor

Others in Attendance: Assistant Village Manager, Bill Holmer
Glen Ellyn Detective Sergeant Jim Monson

Quorum: Yes

Call To Order: Meeting was called to order at 4:40pm by Chairmen Meyers

Unfinished Business - None

New Business: Possible meeting date change for the next meeting discussed. January 14th meeting will be canceled.

Motion made by Commissioner Kozak that we move into Executive Session at 4:50pm, seconded Yeas 3 Nays 0, motion carries. Executive Session conducted in 2nd floor conference room.

Applicants # 120, #124, #122, #123, #125, #127, #126 were individually interviewed, followed by commissioner discussion of each applicant.

Chairmen Meyers moved that we go back into open session at 9:20 pm, seconded, Yeas 3 Nays 0 motion carries.

Commissioner Meyers moved that Applicant #120 **be moved forward** in the hiring process, Yeas 3 Nays 0 motion carries.

Commissioner Meyers moved that Applicant #124 **not be moved forward** in the hiring process, Yeas 3 Nays 0 motion carries.

Commissioner Taylor moved that Applicant #122 **be moved forward** in the hiring process. Yeas 2 Nays 1 motion carries

Commissioner Meyers moved that Applicant #123 **not be moved forward** in the hiring process. Yeas 2 Nay 1 motion carries.

Commissioner Kozak moved that Applicant #125 **not be moved forward** in the hiring process Yeas 3 Nays 0 motion carries.

Commissioner Kozak moved that Applicant # 127 **be moved forward** in the hiring process. Yeas 3 Nays 0, motion carries.

Commissioner Taylor moved that Applicant # 126 **be moved forward** in the process, Yeas 3 Nays 0, motion carries.

Chairmen Meyers moved to adjourn the meeting at 9:55 pm Yeas 3 Nays 0, meeting adjourned.

Submitted by Commissioner Taylor, Secretary

Approved 1/23/2020