

Town of Winchester

Board of Selectmen

Special Meeting

Thursday September 14, 2023

Item 1 **Call to Order**

Meeting called to order by Mayor Todd Arcelaschi at 1:37pm

Attending Members	Todd Arcelaschi (Mayor)	Steve Sedlack (Selectman)
	Candy Perez (Selectman)	Jack Bourque (Selectman)
	Candace Bouchard (Selectman)	Linda Groppo (Selectman)

Absent Excused Jonathan Morhardt (Selectman)

Staff Members Josh Kelly (Town Manager)
Glenn Albanesius (Town Clerk)

Item 2 **Consider and Possibly Act on the Selection of an Executive Search firm**

* The Board listened to remote presentations from three professional employment search firms

Municipal Solutions - David Evertson

Strategic Government Resources - JJ Peters

Municipal Resources - Bob Mercier and Buzz Stapczynski

Each presenter gave background information and a detailed overview of their search protocol.

All three firms assured the Board that our search would be a priority and staffed accordingly.

Board members engaged in active dialogue asking questions to gain a clearer understanding of research each company would invest in compiling a list of job candidates that would be suited for Winchester.

There was discussion about relocation costs and whether these would be expense's covered by the Town.

Timelines varied slightly, but 12 to 16 weeks seemed to follow a common theme.

Search cost estimates ranged from \$19,800 to \$22,400 with optional services adding to the base contract expense.

Mayor Arcelaschi did explain to each firm that no decisions would be made at this meeting. Rather an in depth discussion amongst Board members at a future meeting would determine a path forward.

Each search firm thanked the Board for their interaction and consideration.

Item 4 **Adjournment**

Meeting was adjourned at 2:58pm

Vote to approve - Unanimous (6 - 0)

ATTEST:

Glenn Albanesius, Town Clerk

These Minutes are subject to formal approval at the next scheduled meeting. Any amendments, corrections or revisions will be noted in the next Meeting Minutes.

