

EXECUTIVE COMMITTEE COUNTIES PROVIDING TECHNOLOGY

Monday, December 18, 2023 CPT Conference Room, 509 Atlantic Ave, Morris 9:00 a.m.

AGENDA

•	9:00 am	 Convene Roll Call Additions to Agenda Approve Agenda Review JPB Minutes of 11-27-2023 Meeting
•	9:10 am	 Financial Reporting – Mike Koehler Review of Revenue and Expenditures November 2023 Financials for Approval Warrants for Review and Approval Monthly Deposit Report
•	9:20 am	Personnel Update/Personnel Committee • Staffing Update • Approval of resignation • Approve new job description – internal job posting • Independent contractor opportunity
•	9:35 am	 Executive Director Update AMC Conference Cyber Security insurance renewal Next meeting date – January 17
•	9:50 am	Software Update

10:10 am Upcoming Meetings:

Other Business -

10:05 am

- JPB January 22, 2024 at 10:00 am; The Old No. 1 Southside, Morris
- Executive Committee January 17, 2024 at 9:00 am at CPT Office and via Zoom

Chair



Zoom Attendance

Note: If interactive technology under section 13D.02 is used, each location must also be open and accessible to the public. Up to three times a year, a member of a public body may participate by interactive technology from a location that is not open and accessible to the public if the member is serving in the military and is at a required drill, deployed, or on active duty or the member has been advised by a health care professional against being in a public place for personal or family medical reasons during a health pandemic or other emergency.

10:15 am Adjourn

Executive Committee Meeting Location:

CPT, 509 Atlantic Ave., Morris, MN 56244 Meeting Room

Commissioner Virtual Attendance Locations:

Commissioner Antony: 2535 230th Ave, Canby, MN 56220 Commissioner Paul Johnson: 21475 CSAH 9, Darwin, MN 55324 Commissioner Holmen: 28606 County Rd 1, Comfrey, MN 56019

Commissioner Hollingsworth: Pipestone County Courthouse, Commissioners Room, 416

Hiawatha Ave. SE, Pipestone, MN 56164

Commissioner Kramer: 42808 County Rd 1, Bird Island, MN 55310