MINUTES OF THE SPECIAL MEETING OF THE BOARD OF FIRE & POLICE COMMISSIONERS OF THE CITY OF BELVIDERE HELD ON DECEMBER 1, 2022 IN THE CITY COUNCIL CHAMBERS OF THE BELVIDERE CITY HALL

CALL TO ORDER: Chair Hunter called this Special Meeting of the Board of Fire and Police Commissioners to Order at 6:00 PM.

ROLL CALL: Commissioners Hunter, Gonzalez and Phillips were personally and physically present in the meeting room. No Commissioner attended by electronic or remote methods. Police Chief Shane Woody were also personally present in person as was Deputy Police Chief Wallace, Deputy Police Chief Gardner and Detective Sergeant Smaha. Fire Chief Shawn Schadle was not present for this Meeting as there were no Fire Department items on tonight's Agenda.

PUBLIC COMMENT: There was no Public Comment presented.

READING OF THE MINUTES: The Secretary distributed the proposed Minutes of the Board's August 16, 2022 Special Meeting. Commissioner Gonzalez made a verbal Motion To Approve the Minutes of the Board's August 16, 2022 Special Meeting. Chair Hunter verbally seconded that Motion. A Roll Call vote was held with the following results:

Commissioner Phillips Aye Commissioner Gonzalez Aye Commissioner Hunter Aye

Chair Hunter declared the Motion as Passed and the Minutes of the Board's August 16, 2022 Special Meeting were approved.

COMMUNICATIONS:

- A. Bills Payable. None
- B. Police Chief's Report. Police Chief Shane Woody stated that Probationary Police Officer Davis is currently in Stage IV of the FTO Program and is scheduled to graduate from FTO Step IV next week.
- *C.* Fire Chief Report. Fire Chief Shawn Schadle was not present and thus no written or verbal Fire Chief's Report was presented.

UNFINISHED BUSINESS: NONE.

NEW BUSINESS:

(A) Police – Review of Reports Medical and Psychological Examination Administered to Police Officer Candidate Jonathan Hernandez.

The Board then reviewed the written reports of the required Medical and Psychological Examinations administered to Police Officer Candidate Jonathan Hernandez. Commissioner Phillips made a verbal Motion To Find that Police Officer Candidate Jonathan Hernandez has successfully completed the required Medical and Psychological Examinations and to Appoint Candidate Jonathan Hernandez as a Probationary Police Officer for the City of Belvidere. Commissioner Hunter verbally seconded this Motion. A Roll Call vote was held with the following results:

Commissioner Phillips Aye Commissioner Gonzalez Aye Commissioner Hunter Aye

Chair Hunter declared the Motion as Passed and that Candidate Jonathan Hernandez is hereby appointed as a Probationary Police Officer for the City of Belvidere.

(B) Police – Discuss advertising for Police Candidate Recruiting.

The Board then heard a presentation form Police Chief Woody as to different alternative to advertise to the general public in addition to use of the Blue Line online service. The Board then heard cost estimates for use of TV and/or radio commercials (\$450 – \$800 to create a TV commercial) as well as an electric sign (\$1,800 for one cycle consisting of four weeks which generates 2.5 displays per Minute in a png format). After said presentation Commissioner Phillips made a verbal Motion To Approve as Postpone Further Consideration of this Item Until the Board's Next Meeting. Commissioner Hunter verbally seconded this Motion. A Roll Call Vote ensued with the following results:

Commissioner Phillips Aye Commissioner Gonzalez Aye Commissioner Hunter Aye

Chair Hunter declared the Motion as Passed and that the Board will consider this Item at its next scheduled Meeting.

ADJOURNMENT:

Commissioner Gonzalez made a verbal Motion To Adjourn. Commissioner Hunter verbally seconded this Motion. A voice vote was held and Chair Hunter declared the Motion as Passed and the Meeting as adjourned. The Meeting adjourned at about 6:55 P.M.

Respectfully Submitted,

Michael J. Phillips

Michael J. Phillips Secretary of the Board of Fire and Police Commissioners

APPROVED by Vote of the Board of Fire and Police Commissioners on February 2, 2023.