Governance Group

11/10/16

Steve Locke, Charlie Baker, Ray Coffey, Aaron Frank, Ann Janda, Brad LaRose, Joe Colangelo, Jan Wright, Jeffrey Barton, Dawn Francis, Lee Krohn

Process, timeline, 'top ten' governance issues, all to feed into Deltawrx project.

Goal to complete by mid-January latest, to flow into the overall project. Overall goal is to illuminate pros and cons of three governance models, and to clarify preferred approach.

Agreed upon governance issues, as well as matters for consideration later (in the 'parking lot') are summarized in the powerpoint drafted by Aaron, modified by the group, and attached to these notes for reference.

Also to be considered are decisionmaking structures – equitable representation, or weighting of votes, voting rights, structure and approach to financial participation, both capital and operational, options for 'core' vs. 'contract' members

Next is to create a summary of the pros and cons of these approaches or principles within each governance model, and clarifying a preferred approach. Issues to consider in evaluating these: risk vs sustainability, quality of service, initial cost, long term cost, and cross-jurisdiction communication and cooperation, especially in emergencies. Lee to draft summary for review.

Should dispatch handle all agencies, or have separate Fire/Rescue and PD centers? Still need to accommodate some admin duties at PDs no matter what.

Field trips... re: governance, bylaws, process, do by Skype instead?

Lee to send appointments for 11/28 and 12/19 governance group meetings, both again at Colchester Town Hall.

11/30 roadmap workshop with the larger group will be at South Burlington City Hall. Will need to include other interested parties, arrange work schedules, etc. Lee will check with Liz and get back to all.

Governance Process and Timeline

Work on governance is informed by and dovetails with the overall study both in time and overall dispatch study recommendations

Proposed Steps:

- Agree on top level governance needs
- Assess different government structures capacity to meet these needs
- Consider how other models address needs in practice (site visits)
- Evaluate and recommend ideal and possible governance structures

'top ten' governance issues (responsibilities and authority) to consider in evaluating governance model's adequacy

- Provide CEO and board of directors to make decisions and provide policy and highest level decision making, including bylaws/charter, CEO responsibilities/Board responsibilities
- * 2. Voting rights/financial contribution sytem
- * Authority to tax or assess, allocate or bill expenses to member communities
- * 3. Authority to take on debt for capital costs to be paid over a period of longer than one year.
- * 4. Authority to negotiate and approve union contracts, grievances, arbitration
- * 5. Authority to initiate, maintain, and conclude employee relationships
- * 6. Responsibility to oversee and control organization to the satisfaction of member community boards, public safety organizations, and citizens
- * 7. Authority to bind organization to leases, technology service contracts and equipment contracts. Authority to purchase building may be advantageous
- * 8. Responsibility to coordinate with all public safety agencies for which it provides dispatch services
- * 9. Provide support functions for HR, finance, risk management and insurance, budgeting, buildings, IT infrastructure, telecom, etc. to the extent available

Considerations in evaluating options

- * Risk vs. Sustainability
- * 10-20 year cost
- Long term quality of service
- Cross-jurisdictional contracting (can entity contract with communities outside of membership) and at what threshold in terms of service calls (or some other metric) should a community be required to join vs. contract

Dispatch Governance Parking Lot

Ideas for consideration later:

- Backfill of non-dispatch work done by dispatch for local PDs and Towns
- * Union Transition Considerations: Pay/Benefits/Retirement
 CEO Attributes (for dispatch operation)
- * Opt out clause (how do communities quit)
- * Board Makeup