

STERLING BOARD OF SELECTMEN'S EXECUTIVE MINUTES

Fire Union Contract April 5, 2017

At 9:24, Executive session Role call; Chairman Kilcoyne - present. Selectwoman Cranson – present. Selectman Lane - present.

Chairman Kilcoyne moved to enter into executive session for exemption #3 of the MGL C. 30A, Sec.21 (a) – to discuss strategy with respect to collective bargaining or litigation if an open meeting may have a detrimental effect on the bargaining or litigating position of the Town. This session regards the Fire Union. Selectman Lane 2nd. Selectman Lane – Aye. Selectwoman Cranson – Aye. Chairman Kilcoyne – Aye. Motion Carried.

The Town Administrator reported that he has negotiated the Fire Union contract with both Lieutenant Tom Kokernak and Chief David Hurlbut. This negotiation followed the rules of engagement but Town Council was not employed as the Town Administrator felt it unnecessary.

Emergency Medical Technicians and Fire fighters usually receive yearly stipends as compensation for certification and re-certification. Initially the Fire Union requested a stipend of \$6000.00 each year but a settlement of \$5000.00 per year was reached. This increase in stipend reflects a 27.5% increase in the previous stipend. However, the stipend does not impact the base pay or the pension. So the overall increase translates to an overall increase of about 3%. Research indicates that the annual pay, including longevity and stipends for the Sterling Fire Union is comparable to other towns.

Additionally, addendums from the last contract were placed in the body of the new contract.

Chairman Kilcoyne moved to approve the proposed Fire Union contract as written. Selectman Lane 2nd. Chairman Kilcoyne – Aye. Selectman Lane – Aye. Selectwoman Cranson – Opposed. Motion carried.

Chairman Kilcoyne moved to exit from executive session and return to public session at 10:03. Selectman Lane 2nd. Chairman Kilcoyne – Aye. Selectman Lane – Aye. Selectwoman Cranson – Aye. Motion carried.

The Board returned to Public Session.