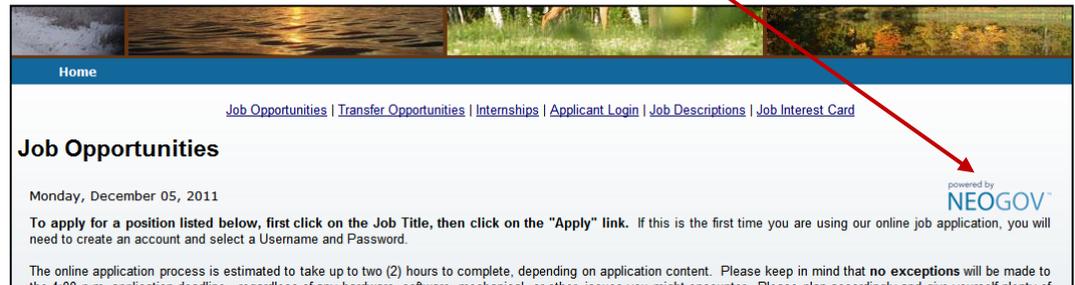


1. Who do I contact with questions concerning the recruitment process?

You may contact a member of the Administrative Services Office by phone at 320-983-8218 or email at HR@co.mille-lacs.mn.us. The Administrative Services Office is open during regular business hours, 8 am – 4:30 pm, Monday – Friday.

2. How do I apply for a job with Mille Lacs County?

Mille Lacs County uses a web-based recruitment system called NEOGOV. If this is your first time applying for a position through NEOGOV, you will need to establish an account and create a user ID and password. You will then create a "master" application that you can review and edit each time you apply for a job with any government entity that uses NEOGOV.



3. What if I need special accommodations?

Should you have any special need(s) which may necessitate accommodation(s) in the recruitment process, please contact the Administrative Services Office.

4. Where can I get information on wages and benefits?

Mille Lacs County has competitive wages and benefits. Each job posting contains the salary information for that specific job classification, as well as benefit information. Employees are generally hired at the minimum of the salary range, but may be hired above the minimum based on prior experience and/or recruitment competitiveness. Permanent full-time positions are generally eligible for vacation time, sick time, paid holidays, a variety of insurance programs, and participation in the Public Employees Retirement Association (PERA) of MN, which provides a defined benefit pension program. Permanent part-time positions are generally eligible for vacation time, sick time, and paid holidays on a pro-rated basis.

5. Must I live in Mille Lacs County to work for Mille Lacs County?

No, you are not required to live in Mille Lacs County in order to obtain a position with the County. However, some positions (e.g., patrol deputy and highway maintenance worker) do have a response time requirement that would necessitate you have the ability to arrive at work shortly after being called in.