

From: LaJeunesse, Kristen<Kristen.Lajeunesse@vermont.gov>

Sent on: Tuesday, August 22, 2023 11:38:27 PM

To: GMCB - Health Systems Finances<GMCB.HealthSystemsFinances@vermont.gov>; Bredice, Tara<Tara.Bredice@vermont.gov>; LaJeunesse, Kristen<Kristen.Lajeunesse@vermont.gov>

Subject: Public Comment: Hospital Budget 2023-08-22T23:38:24Z

A new GMCB Public Comment has been received.

Submit Time: 8/22/2023 11:38:24 PM

Name: Betsy Brown

Affiliation:

Town/City:

Topic: Hospital Budget

Comment: I have worked at the PAS Call Center for more than 14 years. I am a member of UVMMC Support Staff United, the newest and biggest Union at UVMMC. There are over 2,300 of us in over 140 different titles. It is a diverse group, at the bottom of the pay scale at UVMMC. We are the backbone of the hospital. We clean the rooms, cook and serve the food, draw patients' blood, help take images, help dispense medications, register patients, schedule appointments, answer phones, page providers and staff, call the codes, care for patients, many of whom are challenging and sometimes violent; I could go on and on. Without us the hospital simply cannot operate. Doctors, Managers, Directors, Vice Presidents, and those at the very top are paid anywhere from 3 to 32 times more than the vast majority of our Union. \$31,000 (full time) vs over \$1,000,000. We all pay the same premium for health insurance, regardless of our pay scale. The members of UVMMC Support Staff United should be paid a livable wage and health insurance premiums should be on a sliding scale based on pay scale. If UVMMC is allowed to increase their fees, they should be directed to first use their money to support their most important resource, the staff who work for and with them. Why build new facilities when they are unable to hire and retain staff to operate the facilities they already have. If the staff is respected, paid a livable wage, and have fair access to health care themselves, the hospital will be able to retain staff and serve the community safely.

Post Comment: Yes