



Chief Operations Officer
Eleanor Slater Hospital System
Cranston, RI

The State of Rhode Island is overseeing new investments in **Eleanor Slater Hospital (ESH)** which include the recruitment of a new COO to join Cynthia Huether, recently appointed CEO of the Eleanor Slater Hospital System. Operated through the Department of Behavioral Healthcare, Developmental Disabilities, and Hospitals (BHDDH), Eleanor Slater Hospital is the state's only Long Term Acute Care Hospital with 284 beds on campuses in Cranston and Burrillville, where it provides long-term acute and post-acute care to patients with complex medical and psychiatric needs.

We seek a seasoned and talented leader with a strong sense of mission to work with a dedicated staff and the highest levels of elected leadership in the State of Rhode Island to repair and update a facility that has faced some unique challenges, including ineffective senior leadership, the lack of necessary information technology and systems, poor staffing ratios, a highly structured labor environment with multiple bargaining units, and a financial system that runs through the state government. The new COO will have the opportunity to lead transformational change that will result in improved accountability, quality of care, and financial results.

The ideal COO candidate will have a deep understanding of the changing health care environment on the local, regional and national level. The next COO must have a graduate degree, such as an MBA and a broad background in operations in a Joint Commission accredited hospital or long term care facility, ideally with experience in behavioral health.

We welcome applications, nominations, referrals and suggestions. Interested parties please send resume and cover letter to ESlaterCOO2168@ZurickDavis.com. For additional information, please contact **Lida Junghans, PhD** (lida.junghans@zurickdavis.com) or **Nancy Mundel** at **617-823-9881**. All contact with **ZurickDavis** will remain confidential.

Eleanor Slater Hospital is an Equal Opportunity Employer