MUNICIPAL OFFICE Cheryl Zamecnik Village Clerk 262/886-7225

POSTING LOG #: 2023-93

Amanda Gain Village Administrator/Treasurer 262/886-7203



# - CONTINUAL COMMITTEE MEETINGS -

## NOTICE OF VILLAGE BOARD MEETING

Only committee members are expected to attend. However, attendance by all Board members (including non-members of the committee) is permitted. If additional (non-committee) board members attend, four or more Board members may be in attendance. Section 19.82(2), Wisconsin Statutes, states as follows: If one-half or more of the members of a governmental body are present, the meeting is rebuttably presumed to be for the purposes of exercising the responsibilities, authority, power or duties delegated to or vested in the body. To the extent that four or more members of the Board of the Village of Sturtevant attend, this meeting may be rebuttably presumed to be a "meeting" within the meaning of Wisconsin's open meeting law. Nevertheless, only the committee's agenda will be discussed. Only committee members will vote. Board members who attend the committee meeting do so for the purpose of gathering information and possible discussion regarding the following agenda. No votes or other action will be taken by the Village Board at this meeting.

# Tuesday, November 14, 2023 6:00 PM

### PUBLIC COMMENT

#### ADMINISTRATION, PERSONNEL, POLICY & LEGAL 1) Dept of Natural Resources – FEMA Flood Ordinance Adoption

### PUBLIC SAFETY & HEALTH / PROPERTY & GROUNDS

### 1) Property and Grounds Updates

#### PARKS, EVENT PLANNING & VILLAGE BEAUTIFICATION

- 1) Community Events
- 2) 2023 Community Tree Lighting
- PUBLIC WORKS / CAPITAL IMPROVEMENTS & STORMWATER / WASTEWATER
  1) North Park Bid Results

#### **FINANCE & BUDGETARY**

- 1) Checks/Bills to Approve and Pay
- 2) Budget Discussion

### COMMUNITY DEVELOPMENT AUTHORITY

1) Next Meeting – November 30, 2023 – 5:00pm

#### PLANNING COMMISSION

1) Next Meeting – December 14, 2023 – 6:00pm

#### ECONOMIC DEVELOPMENT & REDEVELOPMENT

1) Property Project Updates