VILLAGE OF SULLIVAN PO BOX 6 SULLIVAN, WISCONSIN 53178 (262) 593-2388

The Sullivan Village Board Organizational Meeting was called to order at 6:45pm on Tuesday, May 5, 2020 via Zoom.com. The meeting was held in compliance with Wisconsin Open Meetings Law. Board members present: Sean Kevin, Dan Gross, Randy McHugh, Roberta Montague and Gary Kernodle.

Clerk/Treasurer Rupnow had administered the Oath of Office to Randy McHugh and Dan Gross prior to this meeting.

President Montague appointed the following to Village Board Standing Committees:

STREETS, SIDEWALKS, SEWER, UTILITIES & RECYCLING COMMITTEE

Gary Kernodle Randy McHugh Sean Kevin

PARKS, BUILDINGS, GROUNDS & SAFETY COMMITTEE Dan Gross Sean Kevin

BUDGET, FINANCE, LEGAL AFFAIRS COMMITTEE

Dan Gross Roberta Montague Gary Kernodle

PERSONNEL COMMITTEE Sean Kevin Gary Kernodle Randy McHugh

> CITATION SIGNEE All Members

A Kevin/McHugh motion carried on a voice vote to approve the appointed Village Board Standing Committees.

President Montague appointed the following to the term 2021 for Board of Review: Roberta Montague, Tammy Kevin, Kathy Flood, Susan Phillips, and John Lawson. A McHugh/Montague motion carried on a voice vote to approve the 2021 term for Board of Review.

President Montague appointed Robert Sullivan (Schober, Schober & Mitchell, SC) to serve as Municipal Attorney, appointed Robert Bender (Bender, Levi & Associates, SC) to serve as Special Projects Attorney for the Village, appointed Alan J. Harvey (Community Code Service) to serve as Ordinance Codification Attorney, appointed Thomas Marks and John Moosreiner (Wisconsin Inspection Agency) to serve as Village of Sullivan Building Inspectors and Zoning Administrator.

A McHugh/Montague motion carried on a voice vote to approve the appointed Village Officials for 2020.

The board's goals for the next year will be on the next village board meeting agenda.

A McHugh/Gross motion carried on a voice vote to adjourn the meeting at 6:53pm.

Heather Rupnow Clerk/Treasurer Posted: 05/08/2020