VILLAGE OF SULLIVAN PO BOX 6 SULLIVAN, WISCONSIN 53178

AGENDA FOR TUESDAY, OCTOBER 5, 2021 VILLAGE BOARD MEETING 500 MADISON AVE, SULLIVAN 6:00PM

- 1. Call Meeting to Order-Roll Call
- 2. Statement of Public Notice
- 3. Pledge of Allegiance
- Jefferson County Board/District 21 Representative

 a) Report
- 5. Approval of minutes:
 - September 7, 2021 Village Board Meeting
- 6. Financial Statements- information only
- 7. Jefferson County Sheriff's Department
- 8. Sullivan Elementary School (Nicole Krause)
- 9. Fire Department
 - a) Fire Chief's Report
 - b) House Burn at 198 Main Street
 - c) Fire Inspection Report
 - d) Halloween Parade and Trick-or-Treating
- 10. Western Lakes Fire District
 - a) Report (Bowen)
 - b) Approval of EMS Contract Price Increase-due to it being over 4%
- 11. Committee Reports
 - a) Sewer Commission- Construction Updates
 - b) Budget Meetings- Every Wednesday at 5:30pm
- 12. Town and Country Engineering, Inc (Ben Heidemann)
 - a) Report
 - b) Approval of Monthly True-up
 - c) Approval of Pay Requests
 - d) Approval of Any Work Directives and/or Change Orders

- e) Approval of Resolution and First Amendment to the Regional Wastewater Treatment Agreement
- f) Approval of Resolution and Staffing Operating Agreement
- 13. Public Works Department and/or Wastewater Treatment Plant
 - a) Report
 - b) New Quotes for Electrical at Park
 - c) Discussion on Village Equipment after January 1st
- 14. Citizen Participation (limited to two (2) minutes per person)
- 15. Other Business
 - a) Pat Klatt- Trees along Municipal Parking Lot and his Property Update
 - b) Approval of Snow Plow Renewal Contract
 - c) Discussion about a Community Event
- 16. Approval of Vouchers Payable
- 17. Adjournment

Heather Rupnow Clerk/Treasurer Posted: 09/30/2021

Please note that upon reasonable notice, efforts will be made to accommodate the needs of disabled individuals through appropriate aids and services. For additional information or to request this service, contact the Sullivan Village Hall at 593-2388.