

## Town of Land O' Lakes Meeting Agenda

September 14<sup>th</sup>, 2022 6pm Land O' Lakes Town Hall

Type of Meeting: Town Board Meeting

Town Board: Chairman: Dan Balog, Supervisors: Sam Otterpohl & Kevin Konnow,

Clerk-Treasurer: Lynn Jolin

I. Call to order

- II. Roll call
- III. Pledge of Allegiance
- IV. Approve or Revise Agenda
- V. Approve Minutes from Prior Meeting(s)
- VI. Review and Approve Treasurer Report and Check Vouchers
- VII. Open issues
  - a) Beautification: Update on P&B projects
  - b) Library: Library Programs & Activities
  - c) Open/Award Road Bids for Little Portage Lake Rd-Section 1 (LRIP) & Section 2
  - d) Operator's License Application for Alissa Turnquist

## VIII. New business

- a) Review and Update the Vilas County Outdoor Recreation Plan for Land O' Lakes
- b) Sandy Garbarek- Town Hall Tree Lighting and Asphalt Driveway at Museum
- c) Resolution 2022-07 Policy for Face Covering in Town Facilities During a Pandemic
- d) Update Town Website and Accept Credit/Debit Cards using HeyGov
- e) Set Date for 2023 Budget Workshop
- f) Set Next Meeting Date for the Town Board for Wed. October 12<sup>th</sup>, 2022 at 6pm
- g) Ely Church Temp B License Application
- IX. Public Input- Limited to Items on the Agenda
- X. Convene into closed session in accordance with Wis Statutes 19.85(1) (c) for consideration, employment, promotion, hours, compensation, or performance evaluation data of any public employee over which the governmental body has jurisdiction or exercises responsibility relating to employment opportunities.
- XI. Reconvene into open session to take any action resulting from closed session.
- XII. Adjournment

## 10/12/22 Town Board Meeting 6:00pm

Please note: If you have any special needs, or require special accommodations, please call (715) 547-3255 or write: PO Box 660, Land O' Lakes WI 54540. Website: <a href="https://www.townoflandolakes.com">www.townoflandolakes.com</a>
NOTICE OF POSTING: September 1<sup>th</sup>, 2022 Board Members/Town Hall/ Website/News Review