

Monthly Board Meeting Notice

Village of Spring Valley

Date of Meeting: Wednesday October 2, 2019
Time of Meeting: 6:15 p.m.
Place of Meeting: Council Chambers
E121 S. Second Street
Spring Valley, WI

Call to Order

Roll Call

Approve meeting minutes: September 4th board meeting

Approve Agenda: Official action may be taken on any of the agenda items listed.

Appearances: This is an opportunity for residents to comment briefly on matters not included on the agenda or of other interest to the Village.

Agenda: Discussion/action items:

1. Approve Pierce County Emergency Management Hazard Mitigation Plan Resolution
2. Litzell property – Approve legal counsel to seek warrant to inspect.
3. SVHRC update – Address board questions
4. Approve EMC general insurance renewal
5. Operator's License approval
6. Approve Skid Steer Guy pay ap No. 4
7. Approve Springlake Contracting pay ap No. 6 – Final
8. PW updates
9. Review 2020 budget – First look
10. Pay requests/Treasurer's report
11. Set November monthly board meeting

Reports/committees that met during the month – Action may be taken on committee proposals

- **Library**
- **Police monthly update/ES committee**
- **CDA – grant approvals: SV Auto Repair, MAI**
- **Finance Committee**
- **Municipal Development**

- **Motion to go into closed session pursuant to WI State Statute 19.85 (1)(e) Deliberating or negotiating the purchasing of public properties, the investing of public funds. Or conducting other specified public business, whenever competitive or bargaining reasons require a closed session. For the purpose of final evaluation on property dispute. For the purpose of confidential consideration from local establishment**

- **Motion to go back into open session**

- **Any action from closed session**

Clerk's Report

President's Report

Adjourn

Posted by: _____

Note: Requests from persons with disabilities who need assistance to participate in this meeting or hearing should be made to the Village Office at 778-5635 with as much advance notice as possible.