

VILLAGE OF FAIRWATER
P.O. Box 15
Fairwater, Wisconsin 53931

Agenda for the Public Hearing and Village Board Meeting held
MONDAY, November 8, 2021 at 6:45 p.m.

at the Civic Center lower level, 104 Main St., Fairwater, WI.

Notice: Agenda items are not necessarily taken in the order they are listed.

- 1. Public Hearing to receive input on the 2022 Village General Fund Budget**
- 2. Call to Order**
- 3. Acknowledge Visitors:** Limit of 5 minutes per person and the Board may hold discussion, but not take any action unless item is on the agenda.
- 4. Approve minutes of the Village Board meeting held October 4, 2021 and October 11, 2021.**
- 5. Approve Treasurer's Report for the month of October, 2021.**
- 6. Approve invoices and wages for payment the month of November, 2021**
- 7. Committee Progress Reports:**
 - a. Utilities: To include update of monthly activities by Utility Operator, Jerry Lind
 - Delinquent water/sewer customers
 - PSC Public Hearing – November 19, 2021 @ 10:00 a.m.
 - b. Buildings, Pond, Parks
 - c. Streets, Sidewalks, Bridges
 - d. Fire Department, Police Department, Emergency Government
 - e. Cemetery
 - f. Personnel
 - g. Financial
 - h. Recycling
- 8. Old Business:**
 - a.
- 9. New Business:**
 - a. To be presented for approval by the Board: 2022 Budget. (Roll call vote needed)
 - b. To be presented for approval: Resolution #5-2021 – Establishment of the 2022 Fee Schedule.
 - c. Discussion and possible motion to approve writing off the water tax equivalent payment from the Fairwater Utility for the year 2022.
 - d.
 - e.
 - f. Future agenda items to be noted
- 10. Motion to Adjourn**

Any person who has a qualifying disability, as defined by the Americans with Disabilities Act, and who requires that the meeting or the materials at the meeting, be in an accessible location or format, must contact the Village Clerk forty-eight hours in advance so that any necessary arrangements can be made to accommodate each request. Office: 104 Main Street, Fairwater, WI 53931 Phone: 920-346-5418