

TOWN OF BEVENT

THE BEVENT TOWN BOARD WILL MEET ON WEDNESDAY,
AUGUST 2, 2017 AT 7:00 PM AT THE BEVENT TOWN HALL FOR
THEIR REGULAR MONTHLY TOWN BOARD MEETING

AGENDA

1. Call Meeting to Order/Recite the Pledge of Allegiance
2. Roll Call/Verification of Proper Public Notice of Meeting Agenda
3. Motion to approve minutes of the July monthly Town Board meeting as presented with any additions, deletions or corrections
4. Motion to approve the monthly treasurer's report as presented to the Town Board with any additions, deletions or corrections
5. Reports: Zoning Permit Administrator: Permits issued since last meeting
Roadwork update
Hatley Area Fire and Ambulance District: Wanta to update

PUBLIC COMMENTS: NO official Town Board action will be taken at this time

OLD BUSINESS:

6. Discuss/take action to finalize Town website
7. Update on David Hintz legal proceedings for zoning code violations

NEW BUSINESS:

8. Discuss/take action to grant picnic licenses to the following:
St. Ladislaus Parish for outside concerts held on August 8 with a rain date of August 15 and August 22 with a rain date of August 29.
9. Discuss/take action to grant temporary operator's licenses to Mitch Bushman and Lori Buchkowski
10. Discuss/take action to hire Curtis & Lisa Dobberke as Bevent Emergency Medical Responders (EMR's)
11. Discuss/take action on Town owned parcel located in the Village on Village Lane adjacent to the property recently purchased by the Bevent Lions Club
12. Discuss/take action on survey map submitted by Novitzke Investments LLC pertaining to dedication of public right-of-way on Tuscany Ln and Pulaski Rd

OVER

13. Discuss/take action on proposal from Ervin Wanta for the Town to hire him as a subcontractor (if needed), to assist the current part time highway equipment operators to salt/sand Town roads periodically during the winter months
14. Discuss/take action on monthly reports & correspondence
15. Discuss/take action on monthly bills
16. Set next month's agenda
17. Adjourn meeting

THANK YOU ALL FOR COMING