## CITY OF GILLETT COMMON COUNCIL NOTICE OF REGULAR MEETING

Council Chambers – Municipal Building 150 N McKenzie Ave – Gillett, WI 54124

## THURSDAY, JANUARY 6, 2022 AT 6:00 PM

## **AGENDA**

Council may deviate from agenda as needed

- 1. Mayor calls meeting to order. Pledge of Allegiance
- 2. Clerk takes roll and informs the Council that the Open Meeting Law has been complied with
- 3. Public Input
- 4. Discussion & possible action on minutes for December 2 and 27, 2021
- 5. **CDA Report:** Alderperson Mohr
- 6. Library Report: Alderperson Rudie
- 7. Tourism & Marketing Commission
- 8. Financial Report: Clerk Treasurer
  - a. Updated Monthly Check Register Provided and Budget
- 9. **Police Department Report:** Police Chief Breitenbach
  - a. Discussion on Training, Public Relations, and Incident Summary Report
- 10. Fire Department Report: Fire Chief Hicks
  - a. Discussion on Training, Public Relations, and Incident Summary Report
- 11. Health, Protection and License Committee Report: Alderperson Blaser
  - a. Discussion and Possible Action On an original Alcohol License application

## Class B Fermented Malt Beverage & Class B Liquor

-Spirits of Gillett LLC; Agent-Kris Piaskowski, 145 N McKenzie Ave, Gillett, WI 54124

- 12. **Board of Public Works Committee Report:** Alderperson Stroik
  - a. Discussion and Possible Action On Washington Street Project and Bridge
  - b. Discussion and Possible Action On asphalting the Cul-de-sac in Ridgewood
- 13. Utility Committee Report: Alderperson Mohr
  - a. Discussion and Possible Action On Washington Street Project
- 14. Finance and Personnel Committee Report: Alderperson Hubbard
  - a. Discussion and Possible Action on Resolution Providing for the Sale of \$1,315,000 General Obligation Refunding Bonds
- 15. Park and Cemetery Committee Report: Alderperson Rudie
- 16. Planning Committee Report: Alderperson Spaulding
- 17. Clerk Treasurer's Report: Clerk Treasurer
- 18. Attorneys Report: Hanaway Ross Law Firm
- 19. Mayor's Report: Mayor McCarthy
- 20. Adjourn