

Town of Wascott, WI
PO Box 159
Wascott, WI 54890

Town Plan Commission Meeting

Tuesday, February 23, 2021, @10:00 am

Location: Wascott Town Hall

AGENDA

- 1) Call to Order
- 2) Roll Call / Members Present, Members Absent
- 3) Approval of Agenda
- 4) Approval of January 12, 2021 Plan Commission Meeting Minutes
- 5) Public Comments – Please be advised per Stat. 19.84(2), comments will be received by the Public on any Agenda item(s) below. Comments are to be limited to 2 minutes per person.
(Please note: this month's meeting will not include open discussion throughout the meeting with the Public in attendance, as was the case last month. This meeting will be discussion by Commissioners only once the Public Comments portion is over).
- 6) Discuss Wascott's 30 acres by Ballpark - to sell or not sell?
Type of development, if any (deed restrictions).
- 7) Discuss Mike's list of Pros/Cons re: Duplex Development
- 8) Discuss "Cabin vs Campground ..." article presented by Mike.
- 9) Annual Review and Recommendations to Town Board re: Comprehensive Plan - can be tabled until March meeting but should present to Board for the April Annual Town Meeting..
- 10) Recommendations back to the Town Board or further review
- 11) Adjournment

Note-1: Please wear a mask to the meeting, and we will be practicing social distancing! The Town of Wascott adopted the CDC guidelines to help prevent the spread of COVID-19.

Note-2: There may be a Town Board Quorum at this meeting if more than one Town Board Member attends this meeting. However, no Board decisions will be made. Town Board Members will be in attendance for information only.

I certify that this Agenda was posted at the Town Hall, Stop-A-Sec, Wascott Fire Department, Backwoods Bar & Grill and the Town's website www.townofwascott.org by Jeannette Atkinson, Town Clerk/Treasurer.

Date_____ Time_____

Accommodation Notice: Any person requesting special accommodation who wishes to attend this meeting, please contact the Clerk at 715-466-4252 at least 48 hours in advance.