

Town of Wascott



Town Board Meeting AGENDA

Date: Tuesday, September 7, 2021

Time: 6:30 p.m. Work Session
7:00 p.m. Regular Town Board Mtg

Location: Wascott Town Hall

Work Session – 6:30 p.m.

- 1) Call to Order/Roll Call
- 2) Review Financial Claims
- 3) Adjournment

Regular Town Board Meeting – 7:00 p.m.

- 1) Call to Order/Roll Call
- 2) Pledge of Allegiance
- 3) Approval of Consent Agenda
 - a) Approval of the Regular Town Board Meeting Minutes of August 3 and Special Town Board Meeting Minutes of August 18
 - b) Approval of Agenda
 - c) Bartender License-Sandra Bennett
 - d) Driveway Permits-Lori Verdon, 15380 S Whitefish Lake Road; Taci Ball, 15386 S Whitefish Lake Road; Rob & Julie Rogalla, Blue Ribbon Trail S
 - e) Treasurer's Report
 - f) Approval of August/September vouchers
- 4) Public Comments – Please be advised per § 19.84(2), comments and announcement will be received from the public. Comments are to be directed to the Town Board and limited to 2 minutes per person. No action taken by Board.
- 5) Department and Representative Announcements
 - a) Fire Department – Chief Michalek
 - b) EMS Asst. Director – Stacey Vig
 - c) County Board Representative – Mary Lou Bergman
 - d) Chair's Report
 - e) Supervisor's Report
- 6) Specific Matters for Discussion and Possible Action –
 - a) Ordinance 2021-04-Boating: Slow-No-Wake Zone on Minong Flowage
 - b) Petition to Rezone - Craig & Christine McNeil - from RR-1: Residential Recreational Zone District to R-2: Residential Zone District (Hobby Farm)
 - c) Boating Regulations on Wascott Lakes
 - d) Plan Commission Vacancy/Appointment
- 7) Adjournment

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 09/2/2021 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.