VILLAGE OF PORT EDWARDS Port Edwards, Wisconsin

COMMITTEE: Finance and Human Resources

DATE: <u>5 August 2021</u>

TO: JOSEPH ZURFLUH

cc: BETSY MANCL DANA DUNCAN JOHN BINGHAM DIANE TREMMEL TIM LEVERANCE ERIK SAYLOR SUE MITCHELL TIARA GRUNDEN SCOTT DREW RAYMOND BOSSERT DAILY TRIBUNE WFHR/WGLX NICK ABTS

Purpose of Meeting: Regular Monthly Meeting for FHR

Attendance: <u>E. Saylor, R. Bossert (on phone)</u>, <u>D. Duncan, J. Bingham, T. Grunden, D. Tremmel, J Zurfluh</u> Citizens: None

Subjects Discussed, Action Taken, and Board Action Required:

- 1. *Call to order:* Meeting called to order by E. Saylor at 4:30 p.m.
- 2. Roll Call: All Present.
- 3. Approve the agenda: (Grunden/2nd Duncan), All Ayes
- 4. Approve the previous months minutes: <u>MOTION</u> (Duncan, 2nd Grunden) to approve minutes of the 8 July 2021 meeting. *Motion carried, all Ayes.*
- 5. Public comments on agenda items: None
- 6. Committee Chairman's comments: None
- 7. <u>MOTION</u> to approve the Monthly Bills and Journal entries. (Duncan, 2nd Grunden). This will be sent forward for the Village Board approval 17 August, 2021, Motion carried, all Ayes.
- 8. Old Business: None

9. New Business:

a. *The Need for Fire and Police Departments.* Trustee Bingham discussed the need for a Police and Fire department (all in a cost savings concept) he wanted to know what is the cost we pay for these services and could they be outsourced to the County and other departments. President Zurfluh mentioned the possible citizen push back on this notion based on the historical ties to having our own departments and thus services provide by our Own Villagers not outsiders. This was an open discussion on record no action was taken just seeking input from other members on the committee.

10. Correspondence received: None

11. Future Agenda Items:

a. 2022 Budget Discussions

12. Next meeting date: 9 September, 2021 at 4:30 pm

13. Adjourn: Adjourned at 4:50. MOTION (Saylor, 2nd Grunden)

Erik Saylor – Chairman

Attached: See FHR packet dated 5 August 2021