

AGENDA – SCANDINAVIA VILLAGE BOARD MEETING

November 10, 2020

The regular monthly meeting of the Scandinavia Village Board will be held on Tuesday, November 10, 2020 at 5:00 PM in the Municipal Center. Items on the agenda include:

Approval of agenda
Approval of October minutes
Informal public comment time
Kristy Stacy – Lake Management Committee
Atty. David Forsythe – Pete Van Dyke – 330 N Main Street
Municipal Center

- New service doors
- Automatic door openers/closures
- Door stop(s)
- Parking lot repairs

Ordinance violations:

- Unlicensed/inoperable vehicles
- Junk

Sewer

- Televising sewer system – Hydro-Klean Inc.
- DNR inspection response

Booster Club update
Waupaca County Building Inspector services
Oak Street lots
Budget hearing – 6:00 PM

- Adopt general budget
- Set local levy
- Approve fund balances
- Adopt sewer system budget
- Delinquent sewer service charges

Approval of bills
Verify cash fund balances
Projects pending
Announcements/discussion items
Adjournment

Village of Scandinavia Board Meeting & Budget Hearing

Tue, Nov 10, 2020
04:50 PM - 8:00 PM (CST)

**Please join my meeting
from your computer,
tablet or smartphone.**

<https://global.gotomeeting.com/join/152641357>

**You can also dial in using
your phone.**

United States:
[+1 \(571\) 317-3112](tel:+15713173112)

Access Code:
152-641-357

New to GoToMeeting? Get
the app now and be ready
when your first meeting
starts:

<https://global.gotomeeting.com/install/152641357>

The Board may go into closed session for discussion of matter which may result in legal action as permitted under State Statute 19.85(1)(g) and then immediately reconvene in open session.

If necessary, meeting will be temporarily adjourned to hold the following meeting: Annual Budget Hearing at 6:00 PM.

Requests from persons with disabilities who need assistance to participate in this meeting or hearing should be made to the Village President at 715-467-2688, with as much advance notice as possible.

Dated: November 7, 2020

Renee L. Smith, Village Clerk