

TOWN OF LINCOLN

Lynne M. Black, Chairperson
Michael Wilson, Supervisor

Larry Sommer, Supervisor
Tressa Votis, Clerk/Treasurer

MEETING NOTICE

TOWN BOARD MEETING
Town of Lincoln Town Hall
5376 County Road W
Crandon, WI 54520

Monday, September 11, 2017
TIME: 6 PM

AGENDA:

1. Call to Order/ Approve Agenda
2. Pledge of Allegiance
3. Read and Approve Minutes of the August 14, 2017 Regular Town Board Meeting
4. Discuss/Approve Vouchers and Payrolls
5. Discussion/Update on Lake Lucerne No-Wake Ordinance
6. Discussion/Possible Approval of Insurance Renewal
7. Discussion/Possible Approval of January-June Rescue Squad Contract
8. Treasurer's Report/Correspondence
9. Plan Commission/Variance Report
10. Citizens' Comments: ***(A signup sheet will be circulated prior to the meeting. The board respectfully asks that comments remain focused on the topic or issue being brought to the board's attention. No more than 20 minutes will be provided for citizens' comments. Each person will be allowed 2 minutes to comment and be allowed to only comment once. If more than 10 people wish to comment, the time will be divided between/amongst those individuals wishing to comment.)***
11. Set Meeting Schedule:

WTA Meeting in Alvin-Wednesday, September 27, 2017 at 6 PM
Regular Town Board Meeting-Monday, October 9, 2017 at 6 PM
12. Adjournment

NOTICE OF POSTING:

September 8, 2017

Town of Lincoln Town Hall Entrance
Town of Lincoln Trash Site
www.townoflincolnwi.com

*This meeting of the Town of Lincoln is held for the purpose of conducting Town business and **is not considered a public community meeting.** There is a time for citizens/delegations participation during the meeting as indicated on the agenda.*

All items listed above may or may not be acted upon.

Every effort will be made to reasonably accommodate persons with special needs. Please contact the Town Clerk, Tressa Votis, to address your concern. If closed session is an agenda item, see reverse side of this notice for compliance checklist with the Open Meeting Law.