

Regular meeting of council of the Resort Village of B-Say-Tah Tuesday December 19 th , 2017 Resort village of B-Say-Tah council chambers	
PRESENT: Mayor Isaac Sneath, Councilors, Bob Fluter Mark Glabus, Mitch Moln Denis Palmier Administrator Richelle Haanstra and Assistant Shauna Tulik	ar and
CALL TO ORDER: Mayor Sneath called the meeting to order at 2:00pm	
MINUTES: Glabus/Palmier: That the Regular Meeting minutes for November 20	17 be approved. CARRIED
FINANCIAL STATEMENT: Fluter/Glabus: That the November 2017 Financial statement be acceptoresented.	
ACCOUNTS FOR APPROVAL: Glabus/Palmier: That the accounts #133257-13292 totaling \$60,779.23 approved to be paid.	CARRIED be CARRIED
CORRESPONDENCE: Molnar/Palmier: That the correspondence be received and filed.	CARRIED
MAYOR/COUNCILOR REPORTS	
Councilor Fluter reported on the Sask Water meeting and the North Val Management Authority Councilor Glabus reported on the Calling Lakes Planning District Comm	•
INFORMATION AND ANNOUNCEMENTS:	
Next Regular Meeting of Council January 16th, 2017, at 2:00pm	
ADJOURNMENT Molnar: That this meeting be adjourned at 3:48pm	CARRIED
DR	
	PRESENT: Mayor Isaac Sneath, Councilors, Bob Fluter Mark Glabus, Mitch Moln Denis Palmier Administrator Richelle Haanstra and Assistant Shauna Tulik CALL TO ORDER: Mayor Sneath called the meeting to order at 2:00pm MINUTES: Glabus/Palmier: That the Regular Meeting minutes for November 20 FINANCIAL STATEMENT: Fluter/Glabus: That the November 2017 Financial statement be acceptresented. ACCOUNTS FOR APPROVAL: Glabus/Palmier: That the accounts #133257-13292 totaling \$60,779.23 approved to be paid. CORRESPONDENCE: Molnar/Palmier: That the correspondence be received and filed. MAYOR/COUNCILOR REPORTS Councilor Fluter reported on the Sask Water meeting and the North Val Management Authority Councilor Glabus reported on the Calling Lakes Planning District Commister Regular Meeting of Council January 16th, 2017, at 2:00pm ADJOURNMENT Molnar: That this meeting be adjourned at 3:48pm



ADMINISTRATOR