

CITY OF SHEBOYGAN
PUBLIC WORKS COMMITTEE MINUTES

Tuesday, January 10, 2023

*****AMENDED*****

COMMITTEE MEMBER PRESENT: Alderperson Amanda Salazar, Chair Dean Dekker, Alderperson Angela Ramey, Alderperson Joe Heidemann, and Vice Chair Zach Rust.

STAFF/OFFICIALS PRESENT: Director of Public Works David Biebel, City Engineer Ryan Sazama, Superintendent of Streets and Sanitation Joel Kolste, Superintendent of Facilities & Traffic Mike Willmas, Administrative Coordinator Heather Burke, and Administrative Clerk Stacy Weseljak.

OTHERS PRESENT: Jeff Rammer Freye.

OPENING OF MEETING

1. Call to Order

Chair Dean Dekker called the meeting to order at 5:30 PM.

2. Roll Call - Alderpersons Dekker, Heidemann, Ramey, Salazar, and Rust may attend meeting remotely.

3. Pledge of Allegiance

The Pledge of Allegiance was recited.

4. Introduction of Committee Members and Staff

MINUTES

5. Approval of Minutes: November 29, 2022

MOTION TO APPROVE MINUTES FROM NOVEMBER 29, 2022

Motion made by Vice Chair Rust, Seconded by Alderperson Salazar.

Voting Yea: Alderperson Salazar, Chair Dekker, Alderperson Ramey, Alderperson Heidemann,
Vice Chair Rust

ITEMS FOR DISCUSSION & POSSIBLE ACTION

6. Res. No. 117-22-23 / January 4, 2023: A resolution authorizing the appropriate City officials to enter into a contract with Dorner, Inc. for the construction of the Broadway Reconstruction project.

Alderperson Dekker stated the resolution should be amended to draw funds from two separate accounts.

MOTION TO RECOMMEND THE COMMON COUNCIL ADOPT THE RESOLUTION AS AMENDED

Motion made by Vice Chair Rust, Seconded by Alderperson Ramey.

Voting Yea: Alderperson Salazar, Chair Dekker, Alderperson Ramey, Alderperson Heidemann,
Vice Chair Rust

NEXT MEETING DATE

7. Next Regular Meeting Date: January 24, 2023

ADJOURNMENT

8. Motion to adjourn

MOTION TO ADJOURN AT 5:47 PM

Motion made by Vice Chair Rust, Seconded by Alderperson Ramey.

Voting Yea: Alderperson Salazar, Chair Dekker, Alderperson Ramey, Alderperson Heidemann,
Vice Chair Rust