

VIDEO CONFERENCE AND TELECONFERENCE

The Waupun Common Council will meet virtually at **6:00pm on Tuesday, March 9, 2021,** via Zoom. The public may access the conference meeting online or by phone. Instructions to join the meeting are provided below:

1. Join Zoom Meeting

https://us02web.zoom.us/j/85461612692?pwd=clZvem51RDd4MFpaQkxsb3BYRTBIQT09

Meeting ID: 854 6161 2692 Passcode: 715129

2. Dial by phone: 1-312-626-6799

CALL TO ORDER PLEDGE OF ALLEGIANCE FOLLOWED BY A MOMENT OF SILENT MEDITATION ROLL CALL--Mayor to excuse any absent members

PUBLIC HEARING

1. Class B Intoxicating Liquor & Class B Fermented Malt Beverage License- Andy Soodsma, The Goose Shot of Waupun LLC

CLOSE PUBLIC HEARING

PERSONS WISHING TO ADDRESS COUNCIL--State name, address, and subject of comments. (2 Minutes)

No Public Participation after this point.

<u>CONSENT AGENDA</u> (Roll Call Motion) Items under the consent agenda may be acted upon by one motion.

It is the judgment of any Board Member that any item may be moved to later on the agenda for discussion and/or action.

2. Future Meetings & Gatherings, License and Permit Applications, Expenses

BOARDS, COMMITTEE AND COMMISSION MEETING MINUTES

- 3. Board of Public Works 1-12-21
- 4. Business Improvement District 1-13-21
- 5. Plan Commission 1-20-21
- 6. Economic Development 1-26-21
- 7. Utility Commission 2-8-21
- 8. Common Council 2-9-21
- 9. Library Board 2-17-21
- 10. Special Common Council 2-23-21

DEPARTMENT REPORTS

- 11. Library
- 12. Public Works
- 13. Building Inspector

- 14. Recreation
- 15. Police
- 16. Fire
- 17. Utility
- 18. Administrator

BOARD/COMMITTEE/COMMISSION RECOMMENDATIONS (Roll Call Motion)

- 19. Award Bid for Newton and Rock Avenue Phase 1 Reconstruction (Motion)
- 20. Request for Proposal-Transportation Utility and Street funding Feasibility

ADJOURNMENT

Upon reasonable notice, efforts will be made to accommodate disabled individuals through appropriate aids and services. For additional information, contact the City Clerk at 920-324-7915.