

**VILLAGE BOARD OF CLEVELAND, WISCONSIN**

**--ORGANIZATIONAL MEETING--**

**TUESDAY, APRIL 16, 2019**

**7:00 PM**

**CLEVELAND VILLAGE HALL**

**1150 W. WASHINGTON AVE., CLEVELAND, WISCONSIN**

**AGENDA**

- I. CALL TO ORDER/PLEDGE OF ALLEGIANCE/ROLL CALL**
- II. ELECTED OFFICIALS' OATHS OF OFFICE**
- III. PRESIDENT'S APPOINTMENTS REQUIRING BOARD APPROVAL**
  - A. PRESIDENT'S APPOINTMENTS**
    - 1. VILLAGE ASSESSOR**
    - 2. VILLAGE ATTORNEY**
    - 3. BUILDING INSPECTORS**
    - 4. WEED COMMISSIONERS**
    - 5. BOARD OF APPEALS; DESIGNATE FIRST AND SECOND ALTERNATES AND CHAIR**
    - 6. BOARD OF REVIEW; DESIGNATE CHAIR**
    - 7. FINANCE AND BUDGET COMMITTEE; DESIGNATE CHAIR**
    - 8. HUMAN RESOURCES AND PUBLIC SAFETY COMMITTEE; DESIGNATE CHAIR**
    - 9. PUBLIC WORKS AND UTILITIES COMMITTEE; DESIGNATE CHAIR**
    - 10. INSURANCE COMMITTEE**
    - 11. PLAN COMMISSION; DESIGNATE CHAIR**
  - B. CONFIRMATION OF APPOINTMENTS BY VILLAGE BOARD**
  - C. ADMINISTRATION OF APPOINTEE OATHS OF OFFICE**
- IV. PRESIDENT'S APPOINTMENTS**
  - A. FIRST AND SECOND ALTERNATES TO EMERGENCY GOVERNMENT COMMITTEE**
  - B. INSURANCE COMMITTEE CHAIR**
- V. ESTABLISH OR CONFIRM MEETINGS AND EVENTS**
  - A. MANITOWOC COUNTY VILLAGE ASSOCIATION, FRANCIS CREEK: WED, APR 17, 6PM**
  - B. PLAN COMMISSION: WEDNESDAY, MAY 1, 6PM**
  - C. MUNICIPAL COURT: TUESDAY, MAY 7, 4:30PM**
  - D. BOARD OF REVIEW (Meet and Adjourn): TUESDAY, MAY 21, 6:55PM**
  - E. VILLAGE BOARD: TUESDAY, MAY 21, 7PM**
  - F. OPEN BOOK TO MEET WITH ASSESSOR: TBD**
  - G. BOARD OF REVIEW: TBD**
  - H. STANDING COMMITTEE MEETING SCHEDULE**
  - I. LOCAL GOVERNMENT 101 WORKSHOPS**
  - J. OTHER MEETINGS OR EVENTS**
- VI. OPEN MEETING LAW AND PUBLIC RECORDS RESPONSIBILITIES**
- VII. POLICY FOR COMMITTEE CHAIR AND SECRETARY RESPONSIBILITIES**
- VIII. POLICY FOR USE OF CONSULTANTS**
- IX. VILLAGE PRESIDENT'S COMMENTS**
- X. ANNOUNCEMENTS**
- XI. ADJOURNMENT**

*Please call the Village Clerk at (920) 693-8181 if you require special accommodations due to disability.*