PUBLIC NOTICE OF MEETING

[Section 19.84 Notice]

Town of Neenah, Winnebago County, Wisconsin

Governmental Body: Storm Water Utility District (Town Board)

Date of Meeting: Thursday August 22, 2024

Time of Meeting: 8:00 a.m.

Location of Meeting: 1600 Breezewood Lane, Neenah WI 54956

The meeting will also be offered virtually via ZOOM.

Meeting ID: 867 8691 3979 Passcode: 872569 Phone (312) 626-6799

Zoom Link: https://us02web.zoom.us/j/86786913979?pwd=PaRN5k47XbzxvekEmMYEkXWIK9Md5d.1

- 1. CALL TO ORDER
- 2. DISCUSSION / ACTION
 - a. Approve Meeting Minutes May 9, 2024
 - b. Rainbow Beach Road ditch near Town owned property
- 3. UNFINSHED BUSINESS
- 4. NEW BUSINESS
- 5. FUTURE AGENDA TOPICS AND MEETINGS
 - a. Next Stormwater Utility District Meeting Thursday August 8, 2024 at 8:00 a.m.
- 6. ADJOURN OPEN SESSION
- 7. CONVENE INTO CLOSED SESSION
 - The Stormwater Utility District Board convene into closed session pursuant to Wis. Stats §19.85 (1)
 - (e) Deliberating or negotiating the purchasing of public properties, the investing of public funds, or conducting other specified public business, whenever competitive or bargaining reasons require a closed session and Wis. Stats §19.85 ROLL CALL VOTE
 - a. Update regarding engineering design work for stormwater pond to serve Oakridge Road and Tullar Road properties including probable costs.
- 8. ADJOURN CLOSED SESSION

Stormwater Utility District Board will not reconvene into Open Session

Closed Session Contemplated: YES

Ellen Skerke, Administrator-Clerk-Treasurer

August 16, 2024

Upon request, reasonable auxiliary aids and services will be provided for disabled individuals. If accommodations are required, please provide adequate advance notice to Town Clerk at 725-0916.

A quorum of Town of Neenah Board, Committees, and Sanitary Commissions may attend, but no official action will be taken by them.

Notice was posted on August 16, 2024 at www.townofneenah.com and at the posting board located at the Town of Neenah Municipal Building, 1600 Breezewood Lane.