

Town of Shelby Board Meeting Agenda (Amended)

Date: Tuesday, January 22nd, 2019 Time: 5:00pm Location: 2800 Ward Avenue, La Crosse, WI 54601

- Call Town Board Meeting to order
- Pledge of Allegiance
- Approve 1/8/19 Minutes
- Approve Payment of Bills
- Citizen Concerns
- County Land Conservation Application: none
- Old Business
 - Old Hwy 35 signage for no trucks along the Town road
 - Police Vehicle replacement
 - Boundary Agreement Updates
 - Section 22 Wi Statute to protect roadways (Clearing to protect roadway)
- New Business
 - James Poellinger Zoning Appeal W5232 Chipmunk Rd. N
 - Purchase of Recreational land from Nelson Parcel #11-575-0 Old Vineyard
 - Town Board will go into closed session pursuant to Section 19.85(1)(c) for the purpose of considering employment, promotion, compensation or performance evaluation data of any public employee over which the governmental body has jurisdiction.
 - Town Board will reconvene to consider employment, promotion, compensation or performance evaluation data of public employee.
- Reports
 - Administrator/Treasurer
 - Police, Fire, Clerk
 - Town Chairman and Supervisors
- Adjournment

Items listed on agenda indicate action may be taken.

Citizens Concerns: The Board may receive information from the public but reserves the right to limit the time that the public may comment and the degree to which members of the public may participate in the meeting.

Persons with Disabilities: If you need accommodation to the meeting please call the Clerk's Office at 788-1032, Ext 2 with as much advance notice as possible.

Postings: Agendas are posted at the Town Hall, Fire Station, and Town Website and is subject to change. The order of the agenda may be changed to accommodate visitors. Some items on the agenda may not be discussed if time does not permit.

Members of the Shelby Sanitary District and Planning Commission may be in attendance. If more than two attend the meeting, this is also a meeting notice for these.

Notice posted: 1/17/19 Media notified: 1/17/19 Miche