

**Formal Agenda**  
**Bainville Town Council Meeting**  
**Town Hall**  
**211 Clark Avenue East**  
***Thursday, July 12, 2018 at 7:00 PM***

**I. Call to Order**

**II. Roll Call—Establish a quorum**

\_\_\_ Mayor, Dennis Portra

\_\_\_ Councilman, Ron Butikofer

\_\_\_ Councilwoman, Mandy Hickel

\_\_\_ Councilman, Scott Ross

**III. Approve Agenda**

**IV. Approval of Minutes dated June 14, 2018**

*[Recommended Motion: I move to approve the minutes dated June 14, 2018 as submitted/corrected.]*

**V. Public Comments or Formal Complaints on items not on agenda.**

A. Complaint regarding noise from working after 10:00 PM and parking on the sidewalk

**VI. Department or Committee Reports**

A. Public Works Report:

- Morrison-Maierle—11 month walk through on Schedule 1 on water project
- Badger Meter issues

B. Roosevelt County Sheriff's Department Update

C. Legal Issues

1. Discussion on a quiet title for the Dorothy Crawley property—Attorney Hennessy

D. Local Emergency Planning Committee

Next meeting date: August 14, 2018 at 2 PM in Poplar

E. Trail Committee Update

- Community Development Block Grant (CDBG) Planning Grant for Trails Plan

**VII. Old Business**

A. Discussion on a Community Decay Ordinance—Clerk Rogers

**VIII. New Business**

A. Zoning Permits:

1. Clay Mathews—Fence

B. Consider an ordinance amending Chapter 7.04 Garbage by establishing Section 7.04.035 entitled "Containers to be moved by authorized personnel", Section 7.04.070 entitled "Burning and Burying garbage," Section 7.04.080 entitled "Violation—Penalty"—Clerk Rogers

C. **Resolution**—A resolution adopting fiscal year 2018-2019 preliminary budget and set the public hearing for August 16, 2018.

D. Treasurer's Report:

- Approve claims with checks dated July 12, 2018
- Approve JV, UB Vouchers, and Payroll slips
- Budget Calendar
  - Meeting July 19, 2018
  - Meeting July 26, 2018
  - Meeting August 2, 2018
  - Resolution—Adopting budget on August 16, 2018
  - Budget due to the state by September 6, 2018

**IX. Adjourn**