



AGENDA
Village of Kewaskum
Police and Fire Commission Meeting
Thursday, September 1, 2022, 1:00 P.M.

NOTICE IS HEREBY GIVEN that the Village of Kewaskum Police and Fire Commission, Washington County, Wisconsin will meet at 1:00 p.m. on Thursday, September 1, 2022 in the Kewaskum Municipal Building, Council Room, 204 First Street.

- I. Call to order and roll call.
- II. Closed Session
 - A. Motion to convene into Closed Session (roll call vote required) pursuant to Section 19.85 (1) (c) Wis. Stats. considering employment, promotion, compensation or performance evaluation data of any public employee over which the governmental body has jurisdiction or exercises responsibility. Interviews will be conducted of prospective officers. The Closed Session will be attended by the Police and Fire Commission, Police Chief and applicant(s).
 - B. Motion to convene into open session pursuant to Section 19.85(2), Wis. Stats.,
 - i. Discussion and possible and possible recommendation on candidates for the police officer position(s)
- III. Adjournment.

Tammy Butz
Village Clerk/Deputy Treasurer

It is possible that individual members of other governmental bodies of the Village may attend the above meeting. Pursuant to State ex.rel. vs. Greendale Village Board, 173 West 20 533,494 NW 2nd 408 (1993), such attendance may be considered a meeting of the respective governmental body. This notice is given so that members of other governmental bodies of the village may attend the meeting without violating the open meeting law.

Person with disabilities requiring special accommodations for attendance at the meeting should contact the Municipal Building at (262) 626-8484 at least one (1) day prior to the meeting.

AFFIDAVIT OF POSTING This agenda was posted in the office of the Village Clerk on the 29th day of August 2022.

cc:

+ A. Laatsch	+N. Wendelborn	+West Bend News	+A. Gitter
+L. Martin	+D. Spenner	+Kewaskum Statesman	+J. Danaher
+J. Geiger	-R. Knoebel		
+J. Rohrer	+R. Laubach		
+H. Townsend	+J. Wright		
	+J. Hovland		