Town of Lawrence Town Board Meeting Town Hall 2400 Shady Court, De Pere WI 54115 Monday, March 27, 2023 Regular Meeting at 6:30 P.M.

Discussion and Action on the following:

- 1. Call to Order
- 2. Roll Call
- 3. Pledge of Allegiance
- 4. Approve Agenda
- 5. Public comments upon matters not on agenda or other announcements
- 6. Consider minutes of March 13, 2023 Town Board Meeting
- 7. Consideration of payment of due invoices
- 8. Consideration of Resolution 2023-003 Recognition of Fire Chief Kurt Minten's Public Service
- 9. Oath/Swearing in of new Lawrence Fire Chief Luke Pasterski
- 10. Review of Recommendations and Reports from Planning & Zoning Board
 - a. Consideration of Site Review for Commercial Development at 2818 Mid Valley Drive, Parcel L-464-1 by Gries Architectural Group, Inc.
- 11. Consideration of Liquor License Amendment for Appointment of Successor Agent, Trinity Griggs LegitMoney, LLC, DBA Sgambati's New York Pizza
- 12. Consideration of Ordinance 2023-001 Creating Article VII of Chapter 286 Private Watermain System Inspection, Maintenance and Operation
- 13. Consideration of 2022 MS4 DNR Stormwater Report Submission
- 14. Administrator/Staff Reports
- 15. Future Agenda Items
- 16. **Closed Session** Pursuant to Ch. 19.85(1)(e) Deliberation or negotiation for the purchase of public properties, the investment of public funds, or the conduct of other specific public business, whenever competitive or bargaining reasons require a closed session (re: TID #1 & #2 Development)
- 17. Return to Regular Open Session for possible action pursuant to Ch. 19.85 (2) of Wisconsin Stats
- 18. Adjourn

Patrick Wetzel for Dr. Lanny J. Tibaldo

Posted at the following on March 24, 2023:

- Town Hall, 2400 Shady Ct
- Posted to the Town Website
- Notice to News Media

NOTE: Any person wishing to attend this meeting who, because of disability requires special accommodations, should contact Town Clerk-Treasurer Cindy Kocken, at 920-347-3719 at least 2 business days in advance so that arrangements can be made.