

TOWN / VILLAGE OF FREDONIA
SHARED BUILDING INFORMATIONAL MEETING NOTES

November 1, 2006 Meeting

A Public Information Meeting of the Town of Fredonia and the Village of Fredonia was held on Wednesday, November 1, 2006 at the Northern Ozaukee High School Library.

Attending:

Town Chairman: Richard Mueller **Village President:** Bill Hamm

Town Building Committee Chairman: Robert Lederer

Town Building Committee Members: Lance Leider, James Stemper, Dave Gorton

Village Board Members: Bruce Laabs, Chris Kunstmann, Larry Waskiewicz, Joe Short

Village / Town Citizens: Approximately 20

This meeting was held in compliance with the Open Meeting Law. Copies of the agenda were posted in three public places in the Town and published for two weeks in advance.

Richard Mueller started the meeting by presenting the Town Construction Costs and Town Operating & Maintenance Costs.

Public Question: What other uses will be made of the shared building?

Answer: This has not been determined yet.

Joe Short then presented the Village Construction Costs and Village Operating & Maintenance Costs.

Public Question: How long will it take to build if shared hall approved?

Answer: Hope to be able to complete in 2007.

Public Question: What is the basis for the Village numbers?

Answer: The Village 2020 plan.

Public Question: What will be done with existing Village Hall?

Answer: It will be used by the police department.

Public Question: For future expansion will a building shell be considered?

Answer: We'll look into it.

Public Question: How much land is involved?

Answer: There is approximately 4.5 acres at the Maple Lawn site.

Public Question: What is the cost of operating the present Village Hall?

Answer: They are 2/3d's of the costs presented tonight for the new hall.

Public Question: Why vote "yes" to this when people voted "no" to school?

Answer: This will save money.

Public Question: What is the Village plan for all its buildings?

Answer: This is covered in the year 2020 plan.

Meeting concluded at 7:45 pm.