

**Village of Egg Harbor  
Contract Negotiation Ad Hoc Committee Meeting  
Notice & Agenda**

**May 7<sup>th</sup>, 2024, at 1:00 PM**

**This meeting will be conducted IN PERSON  
at the Paul J Bertschinger Community Center  
7860 STH 42 Egg Harbor, WI 54209**

**Members of the public can also join the meeting by Zoom Video Conference:  
TO CONNECT VIA COMPUTER/PERSONAL DEVICE:  
Meeting Link:**

**<https://villageofegg Harbor.zoom.us/j/84810173150?pwd=axeXwKsNsxztt6081O4uEtQT0yeGcV.1>**

**Meeting ID: 848 1017 3150**

**Members of the public with limited internet access are encouraged use the phone option:  
Phone Number: +1 312 626 6799 Meeting ID: 848 1017 3150**

Joe Megan, Chair

Gene Kussart, Member

Brad Koehler, Member

1. Call the meeting to order
2. Approve the agenda
3. Open Session
4. Recommend motion to MOVE INTO CLOSED SESSION per State Statute 19.85(1)(e) for deliberating or negotiating the purchase of public properties, the investing of public funds, or conducting other specified public business, whenever competitive or bargaining reasons require a closed session; and then to RETURN TO OPEN SESSION to take further action or to adjourn the meeting.
5. Open Session
6. Next Meeting
7. Adjournment

Please note that, upon reasonable notice, efforts will be made to accommodate the needs of disabled individuals through appropriate aids and services. For additional information, or to request this service, contact Madison Dietzen, Deputy Clerk-Treasurer, at 868-3334, or at PO Box 175, Egg Harbor, WI 54209.

It is possible that a quorum of the Village Board members or other Village Committee members may be present at this meeting. This is incidental and no action will be taken by the Board or any other Committees.

Date Posted: May 6<sup>th</sup>, 2024, at 10:30 a.m.

Posted by: Megan Sawyer, Administrator

Post Office  
 Main Street Market

Paul J. Bertschinger Community Center  
 Greens N Grain

Media

Agenda can also be found at [www.villageofegg Harbor.org](http://www.villageofegg Harbor.org).