

FORESTRY AND RECREATION COMMITTEE MEETING MINUTES

COMMITTEE: FORESTRY AND RECREATION
DATE: WEDNESDAY, JUNE 22, 2022
TIME: 4:30 P.M.
PLACE: FOREST COUNTY BOARD ROOM

CALL TO ORDER.

Chairperson Chaney called the meeting to order at 4:30p.m

ROLL CALL.

Members Present: Campbell, Chaney, Karl, Tallier & Lukas.

Members Absent: Dehart and Miller

Others Present: Travis Wollenberg, Jared Oemig, Cindy Gretzinger and Erin Lane, and Antonio Perez via phone.

APPROVE AGENDA.

Motion by Campbell to approve the agenda, second by Lukas. All Present voting AYE. Motion carried

APPROVE MINUTES FROM THE JUNE 15, 2022 FORESTRY AND RECREATION MEETING.

Motion by Lukas to approve the June 15, 2022 Forestry and Recreation meeting minutes, second by Campbell. All present voting AYE. Motion carried.

THE COMMITTEE WILL GO INTO CLOSED SESSION: PURSUANT TO WISCONSIN STATUTES 19.85 (1)(C) "CONSIDERING EMPLOYMENT, PROMOTION, COMPENSATION OR PERFORMANCE EVALUATION DATA OF ANY PUBLIC EMPLOYEE OVER WHICH THE GOVERNMENTAL BODY HAS JURISDICTION OR EXERCISED RESPONSIBILITY". THIS CLOSED SESSION RELATES TO: COUNTY PARK MANAGER POSITION.

Motion by Lukas to convene into closed session, second by Campbell. All present voting: Campbell(AYE), Chaney(AYE), Gretzinger(AYE), Karl(AYE), Lukas(AYE), Tallier(AYE).

RECONVENE TO OPEN SESSION TO TAKE ACTION, IF APPROPRIATE, ON MATTERS DISCUSSED IN CLOSED SESSION. POSSIBLE APPROVAL OF COUNTY PARK MANAGER.

Motion by Lukas to reconvene into open session, second by Campbell. All present voting AYE. Motion carried.

Motion by Lukas to offer Campground Manager Position to Antonio Perez, Bonnie Evans as an alternative fill in and Jared Oemig as an alternative fill in, second by Campbell. All present voting AYE. Motion Carried.

ADJOURNMENT 5:30PM

Motion by Karl to adjourn, second by Tallier. All present voting AYE. Motion carried.

These minutes are not official until approved and are subject to change. They will be officially approved at the next scheduled Forestry and Recreation Committee meeting.