

LAND & WATER CONSERVATION COMMITTEE AGENDA

June 11th, 2024 – 9:00 a.m.

Virtual/Remote Online via WebEx and in person

Courthouse Public Safety Meeting Room. Montello, Wisconsin

<https://marquettecounty.my.webex.com/marquettecounty.my/j.php?MTID=m0da4eef99119fec86f07203601d10e62>

Meeting Number: 2559 969 0968-Pass: Z8Vh3Qn57NN Join by Phone: 1-408-418-9388 Pass: 98843765

Note: A citizen wishing to address the Committee/Board and attending the in-person meeting shall place his or her name on a sign-in sheet before the meeting is called to order and indicate in which town, city, or village the citizen resides or owns property prior to making a citizen comment. Those citizens attending remotely will ask to be recognized under the citizen comment portion of the meeting and will adhere to the same reporting process as those attending on-site. Civil discourse will be observed at all times.

Committee: Ken Borzick, Dennis Fenner, Larry Haygood, John Bennett.

All Agenda Items Below Involve Potential for Discussion and Action.

AGENDA

1. Call to Order & Roll Call
2. Review/Approve Agenda
3. Review/Approve Minutes of Prior Meeting
4. Citizen Comments/Concerns
5. Monthly Report & Updates
 - a. Land & Water Conservation
 - b. Agriculture Report
 - c. County Lakes Association
 - d. Golden Sands RC&D Report
6. Future Meeting Dates and possible schedule
7. Land & Water Resource Management Plan 5- Year Review and expiration date extension.
8. Review May 2024 Monthly Expenses
9. Adjourn

This is a public meeting. As such, all members, or a majority of the members of the County Board may be in attendance. While a majority of the County Board members or the majority of any given County Board Committee may be present, only the Parks & Rural Planning Committee will take official actions based on the above agenda. Anyone requiring special accommodation because of disability please contact the County Conservationist's office, (608) 296-2815, 24 hours before scheduled meeting time so appropriate arrangements can be made.