

**Town of Menasha Stormwater Utility Commission Regular Meeting
Monday, January 25, 2010 - 5:30 p.m.
Municipal Complex – Assembly Room - 2000 Municipal Drive**

Agenda

1. **Call to Order, Pledge Allegiance, and Roll Call**
2. **Awards/Presentations**
3. **Minutes to Approve**
 - a) Stormwater Utility Commission Meeting – January 11, 2010
4. **Minutes and Correspondence to Receive**
5. **Public forum on any matters of concern to the Town. The public may comment; however, no action can be taken. Five minute time limit per person on non-repetitive matters.** To address the Commission, complete the Public Participation signup sheet.
6. **Discussion Items**
7. **Unfinished Business**
8. **New Business- Resolutions/Ordinances/Policies**
 - a) 100125-1:STM Expenditures
9. **Reports**
 - a) Commissioner Gerhart – Update on Public Hearing regarding NR 151 Runoff Management Performance Standards and Grants
 - b) Administrator Sturgell – Announce Special Meeting, February 1, 2010 at 6:00 p.m. in the Assembly Room to discuss Intergovernmental Agreement with City of Appleton Regarding Red Oak Ravine Improvements
 - c) Finance Director Piergrossi – Stormwater Utility Billing Update
10. **Motions by Commissioners**
11. **Adjourn**

RESOLUTION #100125-1STM

EXPENDITURES

WHEREAS, The Town of Menasha Stormwater Utility has outstanding invoices totaling: \$14,834.55

WHEREAS, the disbursements are categorized below & the detail is attached:

Pending:	
Enterprise Fund: Storm Water 2009	195.39
Enterprise Fund: Storm Water 2010	6,141.66
Enterprise Fund Special Process Checks	8,497.50
Total:	<u><u>14,834.55</u></u>

NOW, THEREFORE BE IT RESOLVED; that the Town of Menasha Stormwater Utility Commission hereby authorizes the above expenditures to be paid by the Finance Department with the exception of _____.

Adopted this _____ day of _____, 2010

Requested by: Myra R. Piergrossi, Finance Director
Submitted by: Arden Tews, Commission President

Arden Tews, Commission President

Attest: _____
Karen Backman, Commission Secretary