

**Town Board Meeting – December 17, 2020 – 7:00pm – Town of Lisbon Hall**

**Call to Order** – The meeting was called to order by Chairman, Bill Pfaff. Also present were Kevin Klinker, Kevin Wetley, Jeff Johnson, Lynn Willard & clerk, Andrea Hawkins.

**Verification of Public Notice** – The meeting was properly posted on December 15, 2020.

**Minutes** – Motion by Pfaff, second by Klinker to approve the minutes as read. Motion carried.

**Public Comment** – There was no public comment.

**Zoning Report** – No permits issued.

**Road Report** – The Black Rd culvert is now complete along with the ditching and tree removal. Johnson mixed 6 loads of salt/sand and put it in the shed. There are a few trees near the golf course that need to be cut.

**Chairman's Report** – Pfaff received a notice from Alliant to update any emergency contact information.

**Road workers, wage review** – Motion by Wetley, second by Pfaff to leave the road workers wage the same (\$17.43/hr). Motion carried.

**Mobile Home Park Licenses** – Motion by Pfaff, second by Wetley to approve a 2021 mobile home park license for Pleasant Valley Properties. Motion carried.

**Designate "Committed" Funds** – There are no funds that need to be designated as committed at this time.

**Set a date for the Caucus** – The Caucus will be held on 1/21/21 at 6:30.

**Act on the Plan Commissions recommendation to change parcel 29-022-216 from**

**Ag/Open to Commercial** – Motion by Pfaff, second by Wetley to approve the zoning change. Motion carried.

**Clerk's report – Swift Transportation – Fire Call 3/8/19 – Write off** – Motion by Pfaff, second by Klinker to approve the write off for this fire call. Motion carried. November bank statements and cash account balances as per general ledger were reviewed by the Board. Budget comparisons were made. Motion by Wetley, second by Klinker to approve checks 6815-6837 as per disbursement journal. Motion carried.

**Adjourn** – Motion by Wetley, second by Klinker to adjourn meeting. Meeting adjourned. 7:30pm.