

LaValle Town/Village Fire Committee Minutes
June 7, 2018

1. MEETING: was called to order at 7:00pm by Jim Mercier. Roll call was taken.
2. ROLL CALL: Jim Mercier-present; Ray Demaskie- present; Cody Kowalke (Matthew Milewski)-present; Ryan Rabuck- present; Jim Lucht- present; Chief Marin Milewski-present
3. AGENDA: was read and approved. A motion was made by Ray Demaske seconded by Ryan Rabuck to approve the agenda. All aye. Motion carried.
4. MINUTES: were read and approved. A motion was made Ryan Rabuck seconded by Ray Demaske to approve the May minutes. All aye. Motion carried.
5. PUBLIC INPUT: None
6. BILLS: were presented to the committee for the month. A motion was made by Ray Demaske seconded by Matthew Milewski to approve checks #6547-6555 totaling \$5,315.45. All aye. Motion carried.

A motion was made by Ray Demaske seconded by Ryan Rabuck to deposit \$5,000.00 into the checking account according to the present split. All aye. Motion carried.
7. FINANCIAL REPORT: A motion was made by Ryan Rabuck seconded by Ray Demaske to approve the Financial Statement. All aye. Motion carried.
8. FIRE CHIEF REPORT: Community Outreach- ALICE (Alert, Lockdown, Inform, Counter, Evacuate) Active Shooter Response Training was hosted at the LaValle Fire Station in conjunction with Sauk County Emergency Management and Sheriff's Department on May 12, 2018 from 9:00-11:00 am. There was good attendance. NSEVS was here to complete semi-annual pump maintenance and will return in the next week for annual pump testing. Custom Fire Apparatus has received the commitment documents and the chassis is ordered. The Apparatus Committee traveled to Plan to view their new tender that was built by Custom Fire. There will be a meeting with Custom Fire to complete the final bid specification.
9. COMMUNICATION-FIREFIGHTER/COMMITTEE/PUBLIC: None
10. NEXT MEETING DATE: July 5, 2018
11. ADJOURN: motion was made Ray Demaske seconded by Jim Lucht to adjourn. Motion carried. Meeting adjourned at 7:15 pm.

Respectfully submitted
Jamie Gates