

**AGENDA**  
**Painted Post Village Board**  
**Regular Meeting**  
**September 12, 2022**

Call to Order at \_\_\_\_\_ PM with the Pledge of Allegiance.

Roll Call: Mayor Foster\_\_\_\_, Deputy Mayor Francis \_\_\_, Trustee Ferree\_\_\_\_, Trustee Manning \_\_\_, Trustee Lecher\_\_\_\_, Fire Chief Button \_\_\_, DPW Superintendent Smith\_\_\_\_, Attorney Patrick\_\_\_\_, Clerk-Treasurer Names \_\_\_\_

Absent: OIC Officer Copp

Minutes of August 8 and Sp Meeting held on August 29, 2022 were approved by: \_\_\_\_\_, 2<sup>nd</sup> by \_\_\_\_\_.

**Police Report – Officer Copp:**

**Fire Depart. Report – Chief Button:**

**DPW Report – Superintendent Smith:**

**Clerk's Report:**

**Treasurer's Report:** No changes.

**Planning Board Report:** Training session held on August 3, 2022

**Old Business:** **None**

**New Business:** 1. The Village to approve the revision to our current “Vehicle & Traffic” laws. This revision will cover making Tillman Dr a one-way street along with other updates.

Motion to approve the changes to the Vehicle & Traffic laws made on a motion by \_\_\_\_\_ and seconded by \_\_\_\_\_.

2. Village Board to approve the Fire Department's three new member applications: for Bryan Housel, Anthony Prentice and Melissa Prentice.

Approved on a motion made by \_\_\_\_\_, seconded by \_\_\_\_\_ and carried Y N.

**Suspend Order of Business: Motion by \_\_\_\_\_, seconded by\_\_\_\_\_**

**PUBLIC COMMENTS:**

**Resume Order of Business: Motion by \_\_\_\_\_, seconded by\_\_\_\_\_**

**Trustee Comments:**

**Authorization to pay audited bills of the Village motion by \_\_\_\_\_ 2<sup>nd</sup> \_\_\_\_\_**

<u>Abstract #6(Aug)</u>	<u>Voucher No.</u>	<u>Abstract #7 (Sept.)</u>	<u>Voucher No.</u>
General Fund: \$ 6,713.57	129- 135	\$ 34,350.45	136 - 179
Water Fund: \$ 2,027.93	63 - 65	\$ 4,984.51	66 - 86
Sewer Fund: \$ 1,022.30	63 - 64	\$ 9,678.71	65 - 85
TOTALS: \$ 9,763.80		\$ 49,013.67	

**GRAND TOTALS: \$ 58,777.47**

Motion to adjourn: \_\_\_\_\_ 2<sup>nd</sup> \_\_\_\_\_ @ \_\_\_\_\_ pm.