
City of Bloomer

Regular Meeting

1503 Main Street

Bloomer, WI 54724

September 13th, 2023, 5:15 p.m.

I. Call to Order

II. Roll Call: Mayor Koehler; Aldermen Meinen, Zwiefelhofer, Baribeau, Reischel;
Administrator Frion; Attorney Gierhart

III. Pledge of Allegiance

IV. Approval of minutes from the August 23rd, 2023, Common Council meeting.

V. Approval of all claims against the City and Utilities

VI. Public wishing to be heard

(Comments from the public will be limited to five minutes per speaker.)

VII. General Reports

1. Department Managers Reports
2. Administrator/Clerk/Treasurer Report
3. Alderperson Comments
4. Mayor Comments

VIII. Business Items

1. Discussion and consideration on a Street Use Permit for Amanda Kollwitz on October 7th on Main Street.
2. Discussion and consideration on a Street Use Permit for Amanda Kollwitz on October 7th on 14th Avenue.
3. Discussion and consideration on a Temporary Class "B" and "Class B" license for the Bloomer Firefighter Association on September 16th at the Fairgrounds.
4. Discussion and consideration on removal of dead-end sidewalk at 903 19th Avenue.
5. Discussion and consideration on Ordinance #08-23 – Amending residency requirement for Police Officers.
6. Discussion and consideration on Agreement to Purchase Real Estate from the American Legion Post 295.
7. The Common Council of the City of Bloomer may convene into closed session pursuant to Wis. Stat. sec. 19.85(1)(c) & (e) – "Considering employment, , promotion, compensation or performance evaluation data of any public employee over which the governmental body has jurisdiction or exercises responsibility."- Police Chief Contract and "Deliberating or negotiating the purchasing of public properties, the investing of public funds, or conducting other specified public business, whenever competitive or bargaining reasons require a closed session." – Discussion on wage study information

The Common Council shall reconvene into open session.

6. Discussion and possible action on closed session item.

X. Adjournment