NOTICE OF MEETING FOR OCONTO UTILITY COMMISSION

Monday September 8th, 2025 @ 4:30 P.M.

Meeting will be held in the conference room

1210 Main St, Oconto WI 54153 AGENDA

This is an open meeting of the Oconto Utility Commission for the City of Oconto. Notice of this meeting was given to the public at least twenty-four hours prior to the meeting and by forwarding the complete agenda to the newspapers, and to all news media who have requested the same as well as by posting. Copies of the complete agenda are available for inspection at the office of the City Administrator.

- 1.) Call Meeting to Order
- 2.) Roll Call
- 3.) Approval of Agenda
- 4.) Approval of Meeting Minutes from 07/28/2025
- 5.) Public Input
- 6.) Correspondence:
 - a.) Employee Input meter time frame, focus on energy
 - b.) Electrical Costs
 - c.) WWTP Flows
 - d.) Septic Hauler Comparison
 - e.) Monthly Report
- 7.) Discussion/Recommendation/Action on the Following:
 - a.) Approval of 8th pay request for WWTP Upgrades to Lunda Construction in the amount of \$335,795.69.
 - b.) Approval of invoice for Robert E Lee in the amount of \$18,386.39
 - c.) Crane Engineering price quote for pumps at WWTP- not to exceed \$40,000
- 8.) Approval of Accounts Payable from July 23, 2025 to September 3, 2025 in the amount of \$1,942,913.97.
- 9.) Revenue & Expenditures Guidelines from 2025
- 10.) Next Meeting Date & Time
- 11.) Adjournment

Dated this 4th day of September, 2025

Megan Garrity, Utility Clerk

If you are an individual with a disability and need special accommodations while attending this meeting as required by the ADA, please notify the City Administrator's Office at (920) 834-7711 at least 24 hours prior to the meeting in order to make suitable arrangements. As a Committee member, if you are unable to attend this scheduled meeting, please notify the City Administrator's Office as soon as possible at (920) 834-7711. Thank you.

cc: Mayor Martin Dan Zoeller Earl Uhl Matt Beekman Ron Filz Brian Vandenlangenberg Steve VanCampenhout Ben Thome