

VILLAGE OF WYANET BOARD OF TRUSTEES MEETING JULY 11, 2023

Village President, Bruce Hand, called the meeting to order at 7:03 p.m. Following the pledge of allegiance roll call was answered by Hand, Blanford, Johnson and Law. Wood was absent.

No guests were present.

President Hand presented the maintenance report. The garbage truck needed repair, there have been multiple burials, the sewer plant fence has been repaired, festival garbage, plumbing at park shelter, repairing the steps for park stage and beginning tuck pointing the stage, along with regular monthly duties.

Hand also, gave the monthly police report.

A motion was made by Johnson and seconded by Law to approve the consent agenda as presented. Motion passed unanimously by roll call vote. With President Hand voting. Wood was absent.

Village Attorney, Jacob Frost, updated the board on one ordinance violation still in court. Two additional properties located at 504 Greencastle Drive and 703 S. Wyanet Walnut Road will be looked at for possible ordinance violations.

Committee Reports:

Cemetery, Reforestation and Zoning-President Hand asked the board to consider pouring a small slab of concrete at the cemetery for the Mothers of WWII plaque to be placed. The board was agreeable with the project.

Old Business:

Park rental will remain \$60.00 for use of the shelter and/or restrooms. The flex court will be open to the public at all times with no rental fees. Trustee Law will talk with the Community Club about sharing the cost for Veteran markers at the cemetery.

A motion was made by Blanford and seconded by Law to approve Ethan Sproul and Marilyn Sproul to fill the board vacancies. Motion passed unanimously by roll call vote. With President Hand voting. Wood was absent.

The consensus of the board was to pursue discussing the web site with Bret Jamison as host.

A motion was made by Blanford and seconded by Johnson to adjourn the meeting at 7:35 p.m. Motion passed by voice vote. With President Hand voting.

Respectfully submitted

Shelly Teske