

TOWN OF WOLSELEY
JUNE 03, 2020
AGENDA

CALL TO ORDER

APPROVAL OF AGENDA

DELEGATIONS

ADOPTION OF MINUTES

1. Minutes of the Regular Meeting held May 06, 2020.

ACCOUNTS

1. General Accounts for Ratification - Cheque # 18371 to 18378 totaling \$8,571.50;
2. General Accounts for Approval - Cheque # 18379 to 18394 totaling \$16,826.22;
3. General Accounts for Ratification - Cheque # 18395 to 18404 totaling \$8,723.68;
4. General Accounts for Approval - Cheque # 18405 to 18438 totaling \$36,828.66;
5. Statement of Financial Activities Detailed for the Period Ending April 30, 2020;
6. Statement of Financial Activities Detailed for the Period Ending May 31, 2020.

REPORTS OF ADMINISTRATION

1. May Bank Reconciliation;
2. Utility Updates;
3. Municipal Economic Enhancement Program (MEEP).

MAYOR AND COUNCILLORS FORUM

TT – Horizon Credit Union Proposed Amalgamation; Used Dock for Beach Area;
RL – Dandelions.

UNFINISHED BUSINESS

1. Occupational Health & Safety re: Notice of Contravention;
2. Animal Control Bylaw Review;
3. 2020 Budget Amendment;
4. Bridge Inspections.

NEW BUSINESS

1. DRAFT 2019 Financial Statements;
2. Application for Building Permit – Prairie Valley School Division #208 (Wolseley High School);
3. Application for Building Permit – Geordie McMain, 404 Cherry Street;
4. Loraas Disposal re: Landfill Shingle Bin;
5. FCM Asset Management Grant;
6. Water Security Agency re: Notice of Intent to Alter a Permit to Operate a Waterworks;
7. RM of Wolseley re: Perley Road Sign;
8. Town Hall/Opera House re: Boiler Pumps and Flag.

COMMUNICATIONS

1. Jim Wolff re: Backyard Chickens;
2. RCMP re: SE District Commander Quarterly Update;
3. Trevor Baran, SHA re: Wolseley Memorial Integrated Care Centre Parking;
4. Ombudsman Saskatchewan re: Matter Concluded;
5. TD Canada Trust re: Request to Attend Council Meeting Virtually.

IN CAMERA

1. Hospital Communications;
2. CAO re: Salary Review.

ANNOUNCEMENTS

1. Next Regular Council Meeting – Wednesday June 17, 2020 @ 7:00PM (Town Hall/Opera House)

ADJOURNMENT