

**County of Buffalo
Alma, Wisconsin
Notice of Public Meeting**

Committee: Buffalo County Law Enforcement and Emergency Management Committee
Date: Tuesday, May 10, 2016
Time: 3:00 p.m.
Location: Courthouse 3rd Floor Conference Room

Agenda

1. Call to Order/Roll Call
2. Order of Agenda Items May Change to Accommodate Time Restraints and/or those Attending
3. Public Comments on Items Listed on the Agenda
4. Approval of February 2016 Minutes
5. Law Enforcement March bills paid April 2016 and April bills paid May 2016
6. Update regarding the Deputy Sheriff 12-hour shifts
7. Review/Discussion/Action: Dispatch/Jail 12-hour shifts
8. Discussion Purchase of telephone head-sets for (911 Coordinator and Communications/Corrections)
9. Review/Discussion/Action: Cost estimate per inmate held
10. Discussion of Program Budget Analysis Worksheet for the Sheriff's Office
11. Chief Deputy, Jail Administrator and Sheriff's Monthly Reports
12. Review/Discussion/Action: Emergency Management Expenditures Report
13. Review/Discussion/Action: Emergency Management Written Report
14. Public Comments Regarding Unrelated Agenda Items
15. Discuss Agenda Items for June Meeting and Adjournment
16. Annual mandatory Dispatch/Jail tour for committee members who have not toured in 2016

DATE NOTICE WAS FAXED/EMAILED/ AND POSTED:

May 04, 2016

NOTICE TO: Mailed: Committee Members; **Emailed:** County Clerk's Office, Brommerich News Service; **Faxed:** Alma City Clerk, Buffalo City Clerk, Fountain City Clerk, Mondovi City Clerk

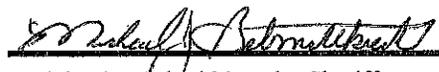
COMMITTEE MEMBERS: If unable to attend, please contact Melissa at the Buffalo County Sheriff's Department (608) 685-6273.

PERSONS WITH DISABILITIES: If you require special accommodations in order to attend this meeting please contact the County Administrators office at (608) 685-6234.

PUBLIC ACCESS TO BUFFALO COUNTY COURTHOUSE: The SOUTH Entrance will be the only access to the building after 4:30 p.m.

MEETING CALLED TO ORDER BY: Chairperson Mary Anne McMillan Urell

SIGNED:


Michael J. Schmidtke, Sheriff