



PUBLIC SAFETY AND CODE ENFORCEMENT COMMITTEE MEETING AGENDA
Monday, July 17, 2023

A meeting of the Public Safety and Code Enforcement Committee will be held **Monday, July 17, 2023 at 4:30 p.m. or immediately following Park & Rec., in the Common Council Chambers** at Marinette City Hall, 1905 Hall Avenue, Marinette, WI. **A quorum of the Common Council may be present.**

The following items will be on the agenda:

1. Call the meeting to order.
2. Roll Call.
3. Approve minutes from 6/19/23 regular meeting (see attached).
4. Review of Activity Reports from Police Department for June (see attached).
5. Review of Activity Reports from Fire Department for June (see attached)
6. Review of Activity Reports from Building Inspector/Assessor's Department for June (see attached).
7. Animal Control/Code Enforcement Officer's Reports for June (see attached).
8. Discussion and possible action regarding a bid result from the Motor Company to purchase a new squad car for the police department (see attached).
9. City of Marinette CY 2022-2023 Weights and Measures annual local compliance report submitted by the City's certified contractor Mark Nickel. (for information purposes only) (see attached).
10. Adjourn.

Jeff Skorik, Public Safety & Code Enforcement Chairperson

Cc: Mayor, Steve Genisot (w/encl); City Attorney, Robert Gagan; Chief of Police, Jon LaCombe (w/encl); Fire Chief, Jay Heckel (w/encl); City Clerk, Lana Bero (w/encl); Director of Public Works, Brian Miller (w/encl); Building Inspector, Curt Demlow (w/encl); Capt. Joe Nault (w/encl); Code Enforcement Officer Mary Cherry (w/encl); Public Works Superintendent, Patrick Carlson.; Common Council Members; Department Heads; EagleHerald (w/encl); Peshtigo Times (w/encl); Bay Cities Radio (w/encl); City Hall Bulletin Board.

Requests from individuals with disabilities who need special accommodations to participate in this meeting or hearing should be made to the City Clerk's Office at 1-715-732-5140 with as much advance notice prior to the meeting as possible.