



PLEASE TAKE NOTICE: There will be a **City of Lodi Finance & Human Resources Committee special** meeting Tuesday, October 25, 2022 at 5:00 pm in the City Hall Council Room, 130 South Main Street, Lodi, WI.

Virtual Meeting Access: <https://us06web.zoom.us/j/87323098636?pwd=MkVtTVhCRFd0Q3VlbzJCTUJAcEE3Zz09>

Meeting ID: 873 2309 8636 **Passcode:** 748431 **Phone:** 1-312-626-6799

Finance & Human Resources Committee Agenda- Special Meeting

1. Call to Order
2. Meeting Etiquette
 - The meeting Chair will:
 - Identify the number of public input registrations
 - Identify Alders or staff attending remotely (Stay muted when **not** speaking)
 - Acknowledge attendees prior to speaking
 - Virtual attendees should identify themselves in the chat box
 - In-person attendees should sign the attendance sheet
 - All attendees should raise their hand to be recognized prior to speaking
 - No side conversations
3. 2023 Budget Discussion
 - 3.a. Budget Balancing Discussion
 - Documents:
 - BALANCING OPTIONS AND UPDATED BUDGETS FROM MEETING ON 10_18_2022.PDF
 - 2023 DRAFT BUDGET WITH UPDATES FROM 10_18_2022.PDF
 - TAX RATE CALCULATION UPDATED 10 25 2022.PDF
4. Next Meeting Date- WEDNESDAY, November 9, 2022 at 5 p.m. and Agenda Items
5. Adjourn

Posted: _____

By: _____

Members: Alders Goethel, Hansen, Ripp, Stevenson (Chair), Strasser, Tonn
Agendas may change up to 24 hours prior to the commencement of the meeting. Reasonable accommodations for persons with disabilities may be made in advance by calling City Hall at 608-592-3247.

Notice is hereby given that a majority of the City of Lodi Common Council may be present at a meeting of the Finance & Human Resources Committee to gather information about subjects over which they have decision making responsibility. This constitutes a meeting of the city council pursuant to State ex rel. Badke v. Greendale Village Bd., 173 Wis.2d 553, 494 N.W.2d 408 (1993), and must be noticed as such; although the City of Lodi Common Council will not take any formal action at this meeting.