



JUDICIAL/LAW ENFORCEMENT AND EMERGENCY MANAGEMENT COMMITTEE

Judicial/Law Enforcement and Emergency Management Committee

Meeting Notice

Date: June 8, 2022, Time: 9:00 AM

Green Lake County Government Center, County
Board Room, 571 County Rd A, Green Lake WI

Amended* AGENDA

Committee Members

Joe Gonyo
Sue Wendt
Gene Thom
Don Lenz
Ken Bates

Sara Radloff, Secretary

Virtual attendance at meetings is optional. If technical difficulties arise, there may be instances when remote access may be compromised. If there is a quorum attending in person, the meeting will proceed as scheduled.

1. Call to Order
2. Certification of Open Meeting Law
3. Pledge of Allegiance
4. Minutes: 5/11/22
5. Correspondence
6. Public Comment (3 min. limit)
7. Discussion on Medical Examiner Office Implementation
8. *Review Quarterly Reports and Approve Quarterly Payment Request(s) from Countywide Ambulance Contracted Service Provider(s)
9. Credit Card Authorization Request
 - Connor Hunter, Patrol Deputy
 - Zach Shohoney, Patrol Deputy
10. Department Related Reports
 - Clerk of Courts
 - Circuit Court/Register in Probate
 - Coroner
 - District Attorney
 - Emergency Management
 - Emergency Medical Services
 - Sheriff's Office
11. Monthly Sheriff Reports
12. Lexipol Review of Policy 314 – Vehicle Pursuit
13. Expense & Revenue Monthly Reports
14. Future Meeting Dates:
 - Regular Meeting July 13, 2022, at 9:00 AM
15. Future Agenda items for action & discussion:
16. Adjourn

This meeting will be conducted through in person attendance or audio/visual communication. Remote access can be obtained through the following link:

Topic: Judicial Law Meeting
Time: Jun 8, 2022 09:00 AM Central Time (US and Canada)

Join Zoom Meeting

<https://us06web.zoom.us/j/83312137009?pwd=emsvdnZkVlRpeGxncnY3R3FQZ2hudz09>

Meeting ID: 833 1213 7009
Passcode: 160190

Dial by your location
+1 929 436 2866 US (New York)
+1 312 626 6799 US (Chicago)

Kindly arrange to be present, if unable to do so or if there are any changes, please notify Samantha at 4005.