

MINUTES
PUBLIC SAFETY COMMITTEE

DATE: Monday, November 11, 2024

TIME: 9:00 AM

PLACE: Courthouse – Room 114

MEMBERS PRESENT: Joseph Zurfluh, William Voight, Dennis Polach, Jeff Penzkover

OTHERS PRESENT: Trent Miner, County Clerk; See attached sign-in list

1. Chairman Zurfluh called the meeting to order at 9:00 AM.
2. A moment of silence was observed in honor of Veterans Day.
3. The minutes of the previous meeting were reviewed. Motion by Hamilton/Voight to approve the minutes as presented. Motion carried unanimously.
4. The next meeting will be held on Monday, December 9, 2024, at 9:00 AM.
5. There was no public comment.
6. The Communications Department presented their report and bill listing for review.
7. The Emergency Management Department presented their report and bill listing for review.
8. The Dispatch Department presented their report and bill listing for review.
9. Coroner Patton was not present, however the committee reviewed his report and bill listing.
10. Sheriff Becker reviewed various reports and activities of the Sheriff's Department.
11. A resolution amending the 2024 budget for Sheriff admin was presented. This is due to the funding received from the opioid settlement dollars for officer wellness. Motion by Hamilton/Penzkover to approve the resolution and forward onto the county board for their consideration. Motion carried unanimously.
12. Motion by Hamilton/Voight to approve the voucher listings for Communications, Coroner, Dispatch, Emergency Management, and Sheriff's Department. Motion carried unanimously.
13. Chairman Zurfluh declared the meeting adjourned 9:18 AM

Minutes taken by Trent Miner, County Clerk, and are in draft form until approved at the next meeting.

**Public Safety Committee
November 11, 2024**

NAME	REPRESENTING
Bill Clendinning	WCB # 15
Dennis Polach	WCB - 14
Bill Voight	WCB - 7
Sarah Christensen	WCEM
Lance Paine	WCB
Quentin Ellis	WCSO
Shawn Becker	WCSO
Erik Engel	WC Com
Tony Bastien	Dispatch
Tad Asadch	Woods County Sheriff's Jail.
Ed Newton (WebEx)	Finance