



BUSINESS MEETING AGENDA
January 10, 2024

7:00 P.M. Meeting Called to Order

Approval of Prior Business Meeting Minutes

Approval of Prior Month's Bills Paid

OFFICER'S REPORT

1. Chief (Kayla)
 - a. Grant Applications
 - i. Ottertail Power Company – awarded for (2) AEDs, on order (update from Anthony)
 - ii. SERVE Grant – update on submission for (20) personal flashlights
 - iii. Ottertail Power Company – update on submission for 4 gas monitor
 - b. 2023 Budget Review
 - i. Recap of 2023
 - ii. Review of 2024 Projections
 - c. Long Term Incentive Plan Annual Review
 - d. Annual Run Statistics Review
2. Asst. Chief (Anthony)
 - a. Training
 - i. January 10th and 31st Training
 - ii. NDFA Fire School – update on who is attending / when leaving
 - b. Truck Checks
 - i. Any changes to forms needed or concerns identified?
 - c. Equipment
 - i. Full O2 tank on Grass Rig?
3. Captain A (A.J.)
 - a. Preplans
 - i. Plan for reviewing all preplans in 2024 (list generated in April)
4. Captain B (LeeRoy)
 - a. Facility Maintenance
 - i. Roof Leak/Station Door – Update from City
 - b. Equipment Maintenance
 - i. All apparatuses moved twice/month
 - ii. Pumper 1 Pump – Needs Servicing (oil change) - Completed
 - iii. Pumper 2 Battery Charger Added to Truck (Power Inventor – constant charging)
 - iv. Pumper 2 Leaking Valves noted from Pump Test
 - v. Repositioning extractor drain hose / trimming of drain hose
 - vi. Tender Air Valve Fix - Completed
5. Captain C (Tyler)
 - a. Social Media – Update from Brittany/Cecilia
 - b. Website – Any Needs?
 - c. Fire Department Sign Message

- d. Bingo Coordination
 - i. Supply Needs
 - ii. Bank Ready
 - iii. Prizes/Donations
 - iv. Concessions
 - v. ~~11/3, 12/1, 12/15, 1/5~~, 1/19, 2/2, 2/16, and 3/1

OLD BUSINESS

- 1. Fitness Program
 - a. Proposals from anyone on the team for changes to current program?
- 2. Raffle for 2023/2024
 - a. Update from Tyler.
- 3. 2024 Golf Tournament
 - a. Hole in One Sponsor – update from A.J.

NEW BUSINESS

- 1. Membership
- 2. Other

Adjournment

TRAINING