



March 28, 2023 - Regular Meeting of Council - 06:00 PM

1. **CALL TO ORDER**
2. **NOTICE OF CONFLICT OF INTEREST**
3. **AGENDA**
4. **MINUTES**
 - 4.1 **March 14, 2023 Regular Meeting Minutes**
 - 4.2 **C.O.W / Budget March 21, 2023 Minutes - Draft**
5. **DELEGATIONS / HEARINGS**
 - 5.1 **Delegation - Gulenchyn - Fire Call 35/15 6:00 pm**
6. **PLANNING & DEVELOPMENT**
 - 6.1 **Proposal to Subdivide File No. 4611-23-7705, Cox E & J**
 - 6.2 **Subdivision 4611-21-7627, Panych W & P - Revised Conditional Approval**
 - 6.3 **Subdivision File 4611-23-7700 - Panych W & P**
 - 6.4 **Subdivision File 4611-23-7707 Jeffrey Vadas**
7. **COMMITTEES / REPORTS**
 - 7.1 **CEC Hearing Regarding Permit Application of Sio Silica**
 - 7.2 **Eastman Regional Municipal Committee - Feb 27, 2023 Minutes**
 - 7.3 **Seine Rat Roseau Watershed District Minutes**
8. **BY-LAWS**
 - 8.1 **By-Law 1/2023 Council Remuneration and Reimbursement of Expenses - Second**
 - 8.2 **By-Law 1/2023 Council Remuneration and Reimbursement of Expenses - Third**
 - 8.3 **By-Law 02/2023 Equipment Reserve Fund**
9. **UNFINISHED BUSINESS**
 - 9.1 **Prawda Water Co-op**
 - 9.2 **Public Works**
 - 9.2.1 **2023 Equipment and Material Rates**
10. **NEW BUSINESS**
 - 10.1 **Policy 51- Abuse & Molestation Policy**
 - 10.2 **Policy 3 Driveway & Culvert**
 - 10.3 **Policy 50 - Letter of Credit - Development Agreement**
 - 10.4 **2023 Manitoba Municipal Administrators Conference and AGM**
 - 10.5 **Donation Request - Rennie Community Club**
 - 10.6 **Establish and Maintain a Local Emergency Response Control Group**
11. **FINANCIALS/ACCOUNT**
 - 11.1 **Combined AP PR Cheque Report**

- 11.2 January 2023 Financial Statement**
- 11.3 February 2023 Financial Statement**
- 12. CORRESPONDENCE**
- 12.1 General Permit No. 6434 - Reynolds Snow Riders**
- 12.2 Subsidize Waste Water Management Facilities Letter**
- 12.3 Honorable Kevin Klein Letter - For Info**
- 12.4 Association of Manitoba Municipalities**
- 13. AGENDA ADDITIONS**
- 14. NOTICE OF MOTIONS**
- 15. IN CAMERA**
- 15.1 Move In Camera**
- 15.2 Move Out of Camera**
- 16. ADJOURNMENT**