

**Eagle Spring Lake Management District
Board Meeting**

Next regular meeting is Thursday, April 23, 2026
Eagle Municipal Building located at 820 E. Main St. 6:30pm

Agenda

1. Pledge of Allegiance and Roll Call
2. Approval of the March 17, 2026 Board Meeting Minutes
3. Announcements and Upcoming meetings.
4. Public Comment - Please be advised per Section 19.84 (2) Wis. Stats., information will be received from the Lake District Electors. This is an opportunity for Lake District Electors to share their opinions with Board Members on any topic they choose. All comments should be directed to the Board. Comments are limited to 3 minutes per speaker. Speakers are asked to state their name and address.
5. Old Business
 - a. Dam Failure Analysis (DFA) and Dam Hazard Rating Assignment
 1. Five Year Study Equipment Specification
Maintenance Easement (Closed Session)
 - b. Weed Harvesting/Collecting/Chemical Treatment
 1. Chemical Treatment Update
 2. Harvesting Operators Update
 3. Aquarius Seminar/Training – May 15
 - c. Clean Boats/Clean Waters
 - d. Lake Patrol
 1. Town Boat
 2. Boat Patrol Radio
 - e. Fireworks 2026
 - f. Audit
 - g. Priorities Review
 - h. Website/Email Issues
 - i. Budget Workshop
 - j. Other Old Business
6. New Business
 - a. July Newsletter Preparations
 - b. Other
8. Approval of Financial Documents (including Transaction Journal)
9. Executive Session: Board may go into Executive Session under 19.85 1(e) Deliberating or negotiating the purchasing of public properties, the investing of public funds, or conducting other specified public business, whenever competitive or bargaining reasons require a closed session. The Board will not reconvene into open session.
10. Adjourn

Respectfully submitted,

Gina Krause
Bookkeeper/Administrative Assistant
Eagle Spring Lake Management District

NOTICE: Please be advised that agenda items may be taken in an order other than which appears here, and that the Eagle Spring Lake Management Board may choose to take action on any item listed on this agenda.