

WOOD COUNTY EXECUTIVE COMMITTEE
2016 BUDGET MEETING
Thursday, September 10, 2015 8:00 am
Room 115 - Courthouse

1. Public Comments / General Budget Overview-Martin 8:00am – 8:30am**

Non-Departmental Budgets 8:30am – 9:00am**

- 2. UW Marshfield – Wood County
- 3. Wood County Libraries

Highway Infrastructure and Recreation Committee 9:00am – 9:30am**

- 4. Parks
- 5. Highway

Departments reporting to Public Safety Committee 9:30am – 10:30am**

- 6. Emergency Management/Communications
- 7. Sheriff's Department
- 8. Humane Officer
- 9. Dispatch
- 10. Coroner

Departments reporting to Conservation, Education & Economic Development Committee 10:30am – 11:00am**

- 11. UW Extension & Junior Fair
- 12. Land Conservation
- 13. Planning & Zoning and
- 14. Transportation and Economic Development

Departments reporting to Health and Human Services Committee 11:00 am – 12:00pm**

- 15. Health Department
- 16. County Veteran's Service Officer
- 17. Edgewater haven Nursing Home
- 18. Human Services

Adjourn for Lunch 12:00pm – 1:00pm

Departments reporting to Judicial & Legislative Committee 1:00pm – 2:00pm **

- 19. Corporation Counsel
- 20. Clerk of Courts including Family Court Commissioner
- 21. Courts (Branches 1, 2 & 3) and Drug Court
- 22. Child Support
- 23. Register of Deeds
- 24. District Attorney and Victim Witness

Departments reporting to Executive Committee and Other Non-Departmental 2:00pm – 2:30pm**

- 25. Systems
- 26. Safety/Risk Management
- 27. Treasurer

Departments reporting to Executive Committee and Other Non- Departmental (continued) 2:00pm – 2:30pm**

- 28. Human Resources
- 29. Maintenance/Purchasing
- 30. County Clerk
- 31. Finance
- 32. Ho Chunk Donations
- 33. Capital Projects
- 34. ADRC
- 35. Marshfield Fairgrounds
- 36. County Sales Tax
- 37. Debt Service
- 38. Contingency/Non-program Revenues
- 39. PILOTS

Overall County Budget Issue/Deliberations 2:30pm – Adjournment

**Scheduled times are estimates and are subject to change based on time actually needed for preceding agenda items.