



# Village of Fox River Grove

**VILLAGE BOARD MEETING  
FEBRUARY 7, 2023  
6:30 PM**

**Call to Order & Roll Call**

**Pledge of Allegiance**

**Public Comment**

*The Board will accept public comment on items included on the meeting agenda or of a general nature. Public comment is limited to three (3) minutes per speaker.*

**Village President and Trustee Reports (Parks; Planning & Zoning; Special Events)**

*Board members have the opportunity to report on any topic during the public meeting.*

**1. Approval:** Consent Agenda – Approval via One Vote for All

*All matters listed under Item 1, Consent Agenda, are considered to be routine by the Village Board and will be enacted by one motion in the form listed below. If a separate discussion is desired, that item should be removed from the Consent Agenda and considered separately.*

A. Village Board Meeting Minutes – January 17, 2022

*The Board will consider the approval of previous meeting minutes.*

B. Accounts Payable – February 7, 2023

*The Board will consider the payment of bills.*

C. Resolution 2023-01, Zoning Map Adoption

*The Board will consider the approval of a resolution adopting a new zoning map to reflect the zoning change made in 2022—the rezoning of 28855 Route 22 (R1 to R3).*

D. Temporary Liquor License & Amplified Sound Permit Fee Waiver, Parks Fundraiser

*The Board will consider the waiver of fees for the annual Parks fundraiser.*

**2. Discussion:** Park Master Plans

*The Board will discuss the draft Picnic Grove Park and Lions Park master plans developed by Gary R. Weber Associates, as well as the draft minutes from the January 4<sup>th</sup> Parks Commission meeting and feedback from the January 31<sup>st</sup> public open house.*

**3. Other Business**

**4. Executive Session:** Property Purchase and Sale, Pending & Imminent Litigation, Personnel, Executive Session Minutes Review

**Adjournment**

**Village President** Marc McLaughlin

**Trustees** Jennifer Curtiss / Steve Knar / Andrew Migdal / Melissa Schladt / Sheri Sepeczi / Patrick Wall