

**FOX LAKE POLICE PENSION BOARD**  
**NOTICE OF BOARD MEETING**  
**Monday, April 15, 2024 – 9:30 a.m.**

**AGENDA**

1. Call to Order
2. Pledge of Allegiance
3. Roll Call
4. Approval of Agenda
5. Public Comments – Limited to 3 minutes per person
6. Approval of Minutes - Regular meeting 01-15-2024 – discussion/action  
Special meeting 04-02-2024 – discussion/action
7. Accountants/Treasurer Reports/Financial Reports
  - L&A Financial Report – discussion/action
  - State Street/Verus Investment Reports – discussion/action
  - Approval of Bills & Disbursements – discussion/action
  - L&A Accounting/Financial Services Engagement Letter 2025-2027 – discussion/action
  - Status as to FY24 preparation of IDOI Annual Statement, Actuarial Valuation, Annual Audit Reports – discussion/action
  - Third Party Custodian Agreement finalization – need copy of final agreement
  - Status of Investment Accounts/ Money Market Accounts/Local Bank Accounts and/or BMO Harris Account – discussion/action
  - Cash Flow Needs/Cash Management - discussion/action
  - Ratification/approval of FY 2023 Annual Audit – discussion/action
8. Attorney Report
  - Status of Gliniewicz Survivors Pension – discussion/action
  - Brandy Lechner Disability Update – discussion/action
9. Old Business
  - Pension Trustee Election Results – discussion/action
  - 2023 Conference Expense Reimbursement Update – discussion/action
  - 2024 Trustee Training – discussion/action
10. Officer Status/Membership Benefits
  - Nicholas Wolotowsky – Military Time Transfer – discussion/action
  - Eric Geske – Military Service Purchase – discussion/action
11. New Business
  - IPPFA HELPS Program (Tabled) – discussion/action
12. Closed Session
13. Action from Closed Session – discussion/action
14. Adjournment – Next meeting Monday, July 15, 2024, at 9:30 a.m.

*Zoom3 L&A is inviting you to a scheduled Zoom meeting.*

*Join Zoom Meeting*

<https://lauterbachamen.zoom.us/j/88106297735?pwd=Qm1ZclJ6M2Q1SDhDZ1hQbnBVVHZCZz09>

*Meeting ID: 881 0629 7735*

*Passcode: 829167*