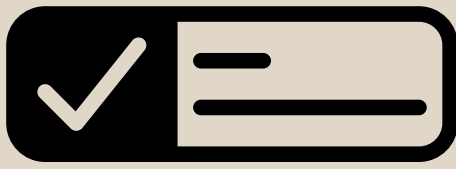


What's Up THERESA

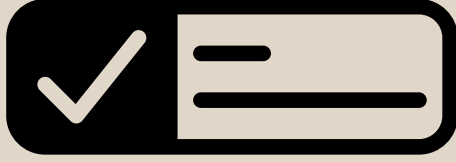
Volume 3



S Church Street Project COMPLETE



E Rock River Street Project COMPLETE



Water Tower Painting and Maintenance
Starting 3rd week of July

Property Tax 2nd Installments due July 31, 2023

- Make check Payable and Mail to:
 - Dodge County Treasurer
 - 127 E Oak St, Juneau, WI 53039-1390

Village Utility Bills due July 20, 2023

- Make check Payable and Mail to:
 - Village of Theresa
 - PO Box 327, Theresa, WI 53091
- Put payment in black drop box at 292 Mayville St
- Pay online at www.villageoftheresa.com
- Click on the top icon on the right side of the Home Page for AllPaid
- Contact Becky to make payment arrangements (920-488-5421 or CT@villageoftheresawi.gov)

Tips to Conserve Water

1. Download the App Eye on Water

- Use your Village Utility Account # and your email
- Login often to monitor your daily usage and monitor for leaks

2. If you have a dishwasher, use it. You use up to 27 gallons of water per load by hand versus as little as 3 gallons with an ENERGY STAR-rated dishwasher. And just scrape off the food scraps instead of rinsing each dish before you load it.

3. Use a car wash instead of washing vehicles yourself. Washing a vehicle typically uses about 100 gallons of water.

4. If you use a hose outside, make sure to turn the faucet off. 75% of the leaks detected this time of year are because outside faucets are not turned off.

5. Use rain water for watering flowers and garden plants



Events and Meetings

- July 17 - Committee Meetings and 7 pm Regular Board Meeting
- July 19 - Theresa Lions Band Concert 6-10 pm (Rescheduled due to rain) - East Rock River Street
- August 1 - National Night Out 5-8 pm at the Theresa Fireman's Park
- August 21 - Committee Meetings and 7 pm Regular Board Meeting
- August 26 - Theresa Lion's Tractor Pull 12-6 pm at Theresa Fireman's Park
- September 10 - Spanferkel/Chicken Roast for Pioneer Days 12-6 pm at Theresa Fireman's Park
- September 18 - Committee Meetings and 7 pm Regular Board Meeting