

7: Intergovernmental Cooperation

GOAL 7.1: The Town of Deerfield will work together with neighboring municipalities and Waushara County when opportunities and/or issues arise that can be more effectively addressed cooperatively.

OBJECTIVES:

- **Create cost efficiencies through economies of scale.**

RECOMMENDATION 7.1A: The Town will continue to work with adjoining towns and municipalities to coordinate road work. Cooperation between adjoining municipalities has resulted in cost savings for both the Town and its taxpayers.

- **Take advantage of technical expertise and opportunities for better and/or more diverse equipment and training.**
- **Provide a unified voice in securing funding, new business development, etc.**

RECOMMENDATION 7.1B: The Town will participate in a countywide effort to bring business into the Deerfield area. New business in the area benefits not only the municipality in which it is located in but the area and county as a whole.

- **The Town will establish cooperative agreements with all adjacent municipalities.** Development that occurs on the fringe of a community has an impact (positive and negative) on the adjacent community. Consequently, the Town of Deerfield should be in communication with adjacent municipalities, such as the Village of Hancock and the towns of Hancock, Coloma, Richford, Plainfield, Oasis, Wautoma, and Dakota, in order to minimize land use conflicts along common borders.

RECOMMENDATION 7.1C: The Town will contact its neighbors to establish a method of communication so that they, as well as their neighbors, are notified when development is proposed along or within 1000 feet of joint borders.

RECOMMENDATION 7.1.D: The Town will continue to work with adjoining towns and municipalities to coordinate road work. Cooperation between adjoining municipalities has resulted in cost savings for both the Town and its taxpayers.

The status of all recommendations of the 2004 Town of Deerfield Land Use Community Management Plan can be found in Table 5-1 of Element 9.