

AGENDA - REGULAR CITY COUNCIL MEETING

6:00 p.m. Tuesday, June 8, 2021

Electronic Meeting via Zoom due to COVID-19

Join Zoom Meeting or participate via phone at

<https://us02web.zoom.us/j/7170541145?pwd=M3I3dHVybGVtU29kT3RyZFBtU0hNdz09>

Meeting ID: 7170541145

Password: 433151

Dial In Phone Number 312 626 6799; Meeting ID 7170541145 Password 433151

Pursuant to Iowa Code 29c.6(6) and at the request of the Iowa League of Cities on behalf of numerous local governmental bodies, I (Gov. Reynolds) temporarily suspend the regulatory provisions of Iowa Code 21.8, 26.12, and 414.12, or any other statute imposing requirement to hold a public meeting or hearing, to the extent that the statutes could be interpreted to prevent a governmental body from holding the meeting by electronic means, provided that the governmental body properly notices the meeting or hearing and includes a telephone conference number or website address that permits the public to participate in the meeting or hearing. I also temporarily suspend those statutes to the extent they could be interpreted to prevent a governmental body from limiting the number of people present at an in-person location of the meeting, provided that the governmental body provides a means for the public to participate by telephone or electronically as provided in this section.

OPEN REGULAR CITY COUNCIL MEETING / ROLL CALL

GUESTS - BUSINESS FROM THE FLOOR

CONSENT AGENDA

1. City Council Meeting Minutes 5/12/21 and Special Council Minutes 5/18/21
2. AP Claims / Payables
3. Financial Report Bundle May 2021

APPROVAL OF THE CONSENT AGENDA

APPROVAL OF AGENDA

NEW BUSINESS

1. Pay Estimate #5
2. 611 Thomas St
3. Painting of Tennis Court Lines
4. City Wide Garage Sales
5. Security Camera
6. Acceptance of resignation of Librarian Kim Anderson
7. Set Term of Library Board Members
8. Fire Cracker 40 Bike Ride

OLD BUSINESS

DEPARTMENTAL REPORTS

1. City Hall
2. Library
3. Public Works
4. Water/Sewer

ADJOURN

Next Regular Council Meeting Tuesday July 6, 2021 via zoom.