# **AGENDA - REGULAR CITY COUNCIL MEETING**

## 6:00 p.m. Tuesday, November 9, 2021

Electronic Meeting via Zoom due to COVID-19

Join Zoom Meeting or participate via phone at

https://us02web.zoom.us/j/7170541145?pwd=M3l3dHVybGVtU29kT3RyZFBtU0hNdz09

Meeting ID: 717 054 1145

Password: 433151

Dial In Phone Number 1-312-626-6799; Meeting ID 7170541145 Password 433151

Pursuant to Iowa Code 29c.6(6) allow governmental body 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. Provided that the governmental body provides a means for the public to participate by telephone or electronically as provided in this section.

PUBLIC NOTICE IS HEREBY GIVEN THAT THE ABOVE-MENTIONED GOVERNMENTAL BODY WILL MEET AT THE DATE, TIME and PLACE SET OUT. THE AGENDA FOR SAID MEETING & PUBLIC HEARING IS AS FOLLOWS:

#### **OPEN REGULAR CITY COUNCIL MEETING / ROLL CALL**

#### $\operatorname{Guests}$ - $\operatorname{Business}$ from the Floor

#### **CONSENT AGENDA**

- 1. City Council Meeting Minutes 10/12/2021
- 2. AP Claims / Payables
- 3. Final Financial Report Bundle October 2021
- APPROVAL OF THE CONSENT AGENDA (all as noted above)

#### APPROVAL OF THE AGENDA

#### **New Business**

- 1. Closed Session per Iowa Code 21.5(c) Thomas Street Project consideration of closed session to confer with City Attorney Brian Yung regarding potential litigation relating to road work project
- 2. Resolution 2021-19 Annual Financial Report Fiscal Year July 1, 2020-June 30, 2021
- 3. Resolution 2021-20 Setting Public Hearing for Selling of 611 Thomas Street
- 4. Use of Park in Spring of 2022 for Bounce House Open House

#### **OLD BUSINESS**

#### DEPARTMENTAL REPORTS

- 1. City Hall
- 2. Library
- 3. Public Works
- 4. Water/Sewer
- 5. Sherriff Report

#### ADJOURN

### **UPCOMING INFORMATIONAL DATES:**

Regular City Council meeting will be 12/14/2021