

COUNCIL MEETING AGENDA
Monday, August 3, 2020
7:00 PM – Finance Office Conference Room (& ZOOM)

Approve Minutes – July 6, 2020 regular meeting

Approve Vouchers / Accounts Payable

Appointments: Edith Schwenn – Ditches & Culvert
Linda Vail – Linda Vail Building

Old Business:

- EMT Class Contract w/ City (amend/correct motions – P. Nagel)
- Alleyway Vacancies (Roseland)

New Business:

- Rubble Site Fee for Vail Building (P. Nagel)
- Health Ins. Renewal
- Ambulance Funds – New Ambulance – Verizon Hot Spot

- Police Report
 - General Updates
 - Animal Clinic Update (turnout)
 - Drone Grant Update
 - Code Enforcement Update & Overgrown grass/skunks (Archer)
 - Crosswalks/School Parking Lot Stop Signs
 - Taser Instructor Recertification
 - Future Fund Earmarking for new Squad

- Maintenance Report
 - General Updates
 - Fuel Bid
 - Airport AWOS Update
 - Pool Closing Date – Aug. 9, 2020 and/or Pool Fun Day – Aug. 5 (motion approving ads)
 - Pool End-of-Year Bonuses (executive session)
 - Pool Policy Manual – (Archer & Ellwanger – changes)

- Finance Officer Report
 - General Updates – Final Agenda Cutoff (Thurs. b4 mtg. 1PM)
 - Set Date & Time for Special Budget Meeting in Aug. & Sept. Meeting (due to Labor Day)
 - Ambulance Write-Offs
 - Water Deposit Refund – (Approvals)

- Building Permit:
 - Devin Lemler – 401 E Commercial – New House & Dig in New Basement
 - Dan Osier – 713 E Custer Ave. – 16x24 wood storage shed
 - Kyle Tibke – 401 E Commercial Ave. – vinyl fence
 - Dean & Nadine Simon – 306 E Commercial Ave. – New garage & front porch
- Moving Permit: - Devin Lemler – 401 E Commercial Ave. – Move in New House
- Demolition Permit – Dean & Nadine Simon – 306 E Commercial Ave. – Tear down old garage

Executive Session:

- Legal SDCL 1-25-1
- Personnel SDCL 1-25-2

Other Business:

- General Updates
- Correspondence: Airport Fuel Report; Financials; 2020 Elected Officials Workshop Registration Due Aug.15; Thank-you (Joshua Zweber); Eco. Dev. Info. on Walking Path & Map;
- Round Table
- Public Comment

Adjournment