

City Council Proposed Agenda

Monday, February 5, 2024, 6:00 PM City Hall Community Room

Agenda is subject to change up to 24 hours prior to the meeting

NOTE: *no action may be taken on items unless the specific item is listed on the agenda*

Call to Order and Pledge of Allegiance

Motion to approve the agenda

Approve Proceedings from last Regular Meeting

Sheriff Report

Fire Dept. Report

Planning & Zoning Report

Canistota Development Report- Submit Budget to Finance Office for 2024 Grant Fund Expenditures

Citizen Concerns - **NOTE:** *no action may be taken on items unless the specific item is listed on the agenda. **The Mayor will allow you 3-5 minutes to speak to the Council with any decision on the request to be considered at the end of the meeting***

John and Connie Nelson

Maintenance Report

1. Bids-Lighting Improvements at the Ball Park have been advertised and will be reviewed/awarded at the regular Monday, March 4th, 2024 Council Meeting.
2. Discuss & Motion to Update Rubble Site Pass Fees and Guidelines

Bills Due

Finance Officer Report:

1. Utility Delinquency Update
2. Discuss Accepting Payments via City Webpage, Fees
3. Council will convene at the Board of Equalization, Monday, March 18, 2024

Council Concerns & Reports:

Mayor Engbarth

1. Update on Land Acquisition
2. Approve Annual Contract with Code Enforcement Specialists
3. Discuss & Motion to Approve Amended Personnel Manual
4. Discuss & Motion to Approve City of Canistota Safety Manual
5. Discuss & Motion to Accept Annual Service Contract for Outdoor Warning Siren
6. Designate Official Depository for City of Canistota
7. Designate Official Newspaper for City of Canistota
8. Discuss Conditions & Fees for Rental of Picnic Shelter/Warming House
9. Discuss & Motion to Advertise for Pool Manager & Lifeguards
10. Discuss & Motion to Reinvest Two CD's for Increased Rate of Return
11. Discuss & Set Pay for Part-time Maintenance Worker

Jessica Kerher

Donovan O'Donnell

Jamie Miller

Lori Forsman

Executive Session SDCL 1-25-2-1, Personnel

Adjourn