AGENDA REGULAR SESSION OF THE SLATER COUNCIL 7:30 PM MONDAY AUGUST 8, 2022

PUBLIC NOTICE IS HEREBY GIVEN THAT THE CITY COUNCIL OF THE CITY OF SLATER, IOWA, WILL MEET AT SLATER CITY HALL, 101 STORY STREET, SLATER, IOWA, ON THE 8th DAY OF AUGUST 2022 TO CONSIDER THE MATTERS ON THE AGENDA BELOW:

- 1. Call the meeting to order -(7:30 P.M.)
- 2. Consent agenda: these items are considered to be routine items and may be enacted by one motion. There will be no separate discussion on these items unless a Council Member or Citizen requests it. In which event, the item will be removed from the general order of business and considered separately.
 - Approval of Agenda August 8, 2022
 - Approval of expenditures
 - Approve and place on file the minutes of the meetings of July 11, 2022
- 3. Citizen forum (for citizens to speak on matters not listed on the agenda) and presentations: **NOTE** no formal action can be taken on matters not listed on the agenda.
 - Sheriff's Report
- 4. Old Business:
 - Resolution #4 (2022-2023): Pay App #11 from Story Construction for WWTF
 - Resolution #5 (2022-2023): Pay App #3 from Absolute Construction
 - Discussion of Alliant Franchise Renewal
- 5. New Business:
 - Approval of Fireworks Permit Community Club Tailgate September 8, 2022
 - Approval of Street Closure for Tailgate September 8, 2022 Main Street from Tama to Story (to drive west of City Hall)
 - Approval of Street Closure for Market to Table Event Saturday Oct 15th- Main Street from Tama to Story (Rain Date – Oct 16th)
 - Resolution #6 (2022-2023): Agreement/Contract with Alliant to put in gas main extension to Sewer Treatment Facility
- 6. Updates for items not otherwise listed on the agenda
 - Library
 - EMS
 - Fire
 - Public Works
 - City Clerk Next meeting with Sheldahl? Dates? Who?

7. Adjourn

Pursuant to Chapter 21 of the Code of Iowa, this notice is given at the direction of the Mayor at least 24 hours prior to the commencement of the meeting. The official notice was posted at the City Hall accessible to the public.