# CITY COUNCIL MEETING NOTICE & AGENDA City Hall, Council Chambers – 202 North 11th Street

# Tuesday, May 13, 2025 6:00 p.m.

- 1. Call to Order, Invocation, Pledge of Allegiance
- 2. Swearing in of Mayor, City Clerk and Aldermen
- 3. Roll Call
- 4. Consideration of Minutes April 22, 2025
- 5. Committee/Commission Reports

# a. Budget & Finance - Chairman W.J. Pittman

**Old Business** 

**New Business** 

- Consideration of Pay Estimate #2 for the Williams Street & Big Muddy Crossing Water Main Replacement Projects
- Consideration of Accounts Payable, Accounts Receivable and Payroll Registers
- Presentation of Financial Reports by Scott Evans, Budget Officer
- Consideration of TIF Applications
  - Ozburn Insurance Agency 1331 Walnut Street
  - Locust Lounge 1106 Locust Street
  - Farm Fresh 1904 Walnut Street
  - o Premier Property Management and Development 223 South 13<sup>th</sup> Street

**Public Comment** 

## b. Building & Grounds - Chairman Mike Austin

**Old Business** 

• Consideration of Solar Installation Proposals

**New Business** 

**Public Comment** 

#### c. Community Relations - Chairman Jance Curry-Witzman

**Old Business** 

• Consideration of Request for Street Closure from Small Town Scoop

**New Business** 

• Update on Old Logan School Project

**Public Comment** 

#### d. Public Improvement - Chairman Don Gladden

**Old Business** 

**New Business** 

**Public Comment** 

## e. Public Works - Chairman Gary McComb

**Old Business** 

**New Business** 

• Consideration of Repairs to the Street Sweeper

**Public Comment** 

# f. Public Safety - Chairman John Erbes

**Old Business** 

• Update on Animal Control Facility

**New Business** 

• Consideration of No Parking on one side of 2300 Block of McCord Street

**Public Comment** 

## g. Personnel - Chairman Barbara Hughes

**Old Business** 

**New Business** 

**Public Comment** 

- 6. Mayors Report
  - a. Appointment of Scott Strack to Police Pension Board
- 7. Council Member Requests
- 8. Department Head Requests
- 9. Adjournment