

LAKE CITY COUNCIL
TENTATIVE AGENDA
****LAKE CITY COUNCIL CHAMBERS****
105 N. CENTER STREET, LAKE CITY, IA 51449
REGULAR MEETING 6:00 P.M. November 18, 2024
Amended November 15, 2024 at 9:31 AM

1. **Call to Order**
2. **Pledge of Allegiance at 6PM**
3. **Correspondence:**
4. **Consent Agenda:** *All items will be enacted by one motion. There will be no separate discussion of these items unless a request is made prior to the time Council votes on the motion.*
 - a. Agenda
 - b. Minutes: From the **November 4, 2024** Regular Meeting
 - c. Amended Class B Retail Alcohol License for Dollar General
 - d. Summary List of Claims
5. **Public Hearing:**
 - a. None Scheduled.
6. **Citizens to Address the Council:** (Limit to 3 minutes each—no Council action)
7. **Guest Business:**
8. **Council Agenda:**
 - a. Smith Hunting Permit
 - b. Willis Building Permit
 - c. Discussion: Sidewalk Program
 - d. Closed Session Pursuant to Iowa Code 21.5: To discuss strategy with Counsel in matters that are presently in litigation or where litigation is imminent where its disclosure would be likely to prejudice or disadvantage the position of the governmental body in that litigation.
 - e. Closed Session: Pursuant to Iowa Code 21.5: To evaluate the professional competency of an individual whose appointment, hiring, performance, or discharge is being considered when necessary to prevent needless and irreparable injury to that individual's reputation and that individual requests a closed session.
9. **City Administrator Discussion/Action Items:**
 - a. City Hall will be closed on Thursday November 28th and Friday November 29th in Observance of the Thanksgiving Holiday
 - b. Budget Workshop Part I Monday December 2, 2024 from 5pm-6pm.
 - c. New Addition to Website: Press Release Section
 - d. Iowa League of Cities 2024 Budget Workshop: Thursday December 5
10. **Department Head Council Updates:**
11. **Mayor/Council Discussion/Agenda Item:**
12. **Date of Next Council Meeting:** Monday December 2, 2024: Starting at **5:00 P.M.**
13. **Adjournment.**