

*Proctor's Vision:
Proctor, rich with railroad heritage, values above all, its people, and their environment. Working together
is our pathway to a safe, secure, and progressive community.
Slogan: "You Have a Place In Proctor"*

AGENDA
PROCTOR CITY COUNCIL MEETING
Monday, May 20th, 2024
Council Chambers - Community Activity Center - 100 Pionk Drive

CALL TO ORDER

PLEDGE OF ALLEGIANCE

ROLL CALL

OTHERS PRESENT

APPROVAL OF MINUTES City Council Meeting minutes from Monday, May 6th, 2024

APPROVAL OF AGENDA

COMMENTS AND SUGGESTIONS FROM CITIZENS PRESENT:

***APPROVAL OF CONSENT AGENDA** One motion accepts all items listed under this agenda, plus Council can pull any individual items out of this consent agenda and discuss/act on items separately leaving others to be approved via consent agenda action.

***1. COMMUNICATIONS**

A. Payroll Report – May 10th, 2024

***2. PLANNING & ZONING DEPARTMENT MATTER**

***3. COMMITTEE REPORTS**

- A. PUC Minutes – April 8th, 2024
- B. PEDA Minutes – April 9th, 2024
- C. Civil Service Wage Task Force Minutes – May 7th, 2024
- D. SEH Meeting Minutes – May 9th, 2024
- E. Parks and Rec Minutes – April 24th 2024

***4. CLERK ADVISES COUNCIL**

A. Memo – Administrator Rich

5. UNFINISHED BUSINESS

- A. City of Proctor Blight Policy
- B. Legislative Agenda – Officer Recruitment and Training Reimbursement
- C. St. Luke's Arena – Parking Improvements/Accommodations

6. NEW BUSINESS

- A. Resolution 31-24: Lawful Gambling Premises Permit Approval – VFW 137**
- B. Resolution 32-24: Lawful Gambling Premises Permit Approval – Proctor Golf Course**
- C. Resolution 33-24: Sponsoring the 2024 Annual Hoghead Festival Fireworks**
- D. Resolution 34-24: Approving a Supplemental Letter Agreement and Funding Allocation for Professional Services Between the City of Proctor and Short Elliot Hendrickson, Inc.**

MEMBER CONCERNS

Rohweder:

DeWall:

Johnson:

Benson:

Ward:

Chief Gaidis:

BILLS FOR APPROVAL

General: \$109,171.35

Liquor: \$48,768.68

TOTAL BILLS FOR APPROVAL: \$157,940.03

ADJOURNMENT