CITY OF VINTON COUNCIL MEETING AGENDA VINTON CITY HALL

August 23, 2007 7:00 PM

MAYOR

John Watson

MAYOR PRO TEM

Don Burkey

COUNCIL

Don Burkey

Ron Elwick Ron Hessenius

Non riessemus

Bud Maynard David Redlinger

Lisa Vermedahl

CITY

COORDINATOR

Andrew J. Lent

CITY CLERK/ TREASURER

Cindy Michael

CITY ATTORNEY

Robert Fischer

PUBLIC SAFETY

Elwick

Vermedahl

Redlinger

PUBLIC WORKS

Redlinger

Hessenius

Maynard

CULTURE,

RECREATION,

HEALTH &

SOCIAL SERVICES

Vermedahl Burkey

Hessenius

GENERAL GOV'T, COMMUNITY &

ECONOMIC

DEVELOPMENT

Burkey

Elwick

Vermedahl

BUSINESS TYPE ACTIVITIES

Vermedahl

Maynard

Redlinger

ELECTRIC

UTILITY BOARD

Kremer

Elwick

Woodhouse

Anderson

Barron

- I. Call to order and roll call
- 2. Pledge of Allegiance
- 3. Approve the minutes of July 26th meeting
- 4. Receive and file communications, petitions or remonstrances
- 5. Committee reports
- 6. Approve agenda
- 7. Citizen's Input
- 8. Old Business
 - a. Third consideration & adoption of an ordinance amending provisions pertaining to solid waste collection & rates
 - b. Third consideration & adoption of an ordinance amending provisions pertaining to golf carts
 - c. Consider resolution for final acceptance of the County Home Sewer Project
 - d. Consider resolution calling for a public referendum to authorize the imposition of local option sales and service tax in the City of Vinton, Iowa at the rate of 1%
 - e. Discussion on 21st Street project
 - f. Other old business
- 9. New Business
 - a. Consider resolution to approve the official 2007 fiscal year street finance report
 - b. Consider extension of sewer in Bascom's 2nd Addition
 - c. Consider renewal of a Class C beer permit w/Sunday sales for Alco
 - d. Consider renewal of a Class C beer permit w/Sunday sales for John's Qwik Stop
 - e. Receive & file the following meeting minutes: Planning & Zoning Commission 8-14-07
 - f. Other new business.
- 10. Mayor's report
- 11. Coordinator's Report
- 12. Clerk's Report
- 13. Good & Welfare
- 14. Adjournment