

**CITY OF GILBERT
CITY COUNCIL MEETING
Tuesday, January 23, 2024**

6:00 P.M. REGULAR CITY COUNCIL MEETING

1. **CALL TO ORDER**
2. **ROLL CALL**
 - A. **Determination of Quorum**
 - B. **Pledge of Allegiance**
 - C. **Approve Additions/Deletions to the Agenda (If any)**
3. **CONSENT AGENDA**
 - A. **City Council Minutes**
 - January 09, 2024, City Council Working Session Minutes
 - January 09, 2024, City Council Regular Meeting Minutes
 - B. **Boards and Commissions Minutes**
 - January 17, 2024, Water & Light Meeting Minutes
 - C. **Invoices from Previously Approved Projects**
 - **JPJ – Approve Plumbing Pay #2 – 01/12/24 – Project 23-187 \$51,319.00 to 2EZ.**
 - D. **Invoices for campground – Reimburse General Fund**

Payments of bills and payroll upon proper audit of clerk and mayor

 - Check register 01/06/2024 – 01/19/2024.
4. **PUBLIC INPUT**
5. **REPORTS - MAYOR & COUNCIL**
 - A. Mayor
 - B. City Councilors
6. **REPORTS - STAFF, BOARDS & COMMISSIONS**
 - A. Fire Chief Kwiakowski
 - B. City Attorney
 - C. Chief of Police Techar
 - D. City Engineer
 - E. PW Operation Director
 - F. Campground Host
 - G. Library Director
 - H. Advisory Boards
 - I. Clerk-Treasurer
7. **OLD BUSINESS**
 - A. WWTP Update & WTP Update
 - B. 2024 City Engineering Services
 - C. 2024 Planning and Zoning Administrator
 - D. Animal Control Contract
8. **NEW BUSINESS**
 - A. Charitable Gambling request – Frankies Fund
 - B. 1st Reading – Ordinance - Approve Plumbing project.
 - C. Introduction – Ordinance Sherwood Forest Recreation Are §91.12 (B)(11)
 - D. Appointment of Ballot Board and Election Judges
 - D. Declaration of Surplus property **Resolution 2024-03**
 - E. Approval of Eveleth Fee Office License Easement Annual Renewal - \$130
 - F. Approval of Annual MMUA Dues \$2,349.00
 - G. 2024 Rebate Program
 - H. 2024 Application and Accept fund if approved IRRRB **Resolution 2024-06**
 - H. Motions from working session.
9. **Miscellaneous Announcements**
10. **ADJOURN** ****Note: Agenda Subject to change or additions****