



City of Flandreau City Council Meeting

Agenda

6:30 p.m., Monday
July 1st, 2024
City Council Chambers
1005 W. Elm Avenue
Flandreau, SD

Meeting called by: Mayor Sutton

Type of meeting: Regular

Agenda Topics

Pledge of Allegiance

Alderman Ekern

2

Adopt Agenda

2

Approve Minutes for June 17th, 2024

2

Approve Bills

Visitors to be Heard

Visitors to be Heard is the opportunity for persons to address the Council on items not on the Agenda. If the item can be handled administratively without Council action, the Mayor will refer it to the City Administrator. If the item requires Council action, it will be scheduled for an upcoming meeting. Persons wishing to comment on items on the Agenda shall request to speak following presentation of the agenda item and after the Mayor opens the item up for public comment.

Administrative Reports

5

Mayor's Report

Mayor Sutton

5

City Administrator's Report

City Administrator

Cohl Turnquist

2

Approve Administrative Reports

Old Business

10

2nd Reading Ordinance No. 621: City Park Hours

New Business

10

Proposal for Construction Administration Services with IMEG; Utility Project

- 2 Pay Request #14-WS Construction; Fire Station, Partial Retainage; \$123,156.26
- 2 Change Order #7: Sign, Fire Station; \$22,530.65
- 2 Second Quarter Sales Tax Revenue Report
- 2 Declare Surplus Property
- 2 Resolution 2024-07: Mutual Aid Agreement with MMUA
- 2 Resolution 2024-08: Final Plat of 8A and Lot 9A in Block 5 of Wilson's Addition
- 2 Placement of Josie Hamilton on Step 1 of Aquatic Center Assistant Manager Wage Scale
- 2 Approval of Temporary On-Sale Special Alcoholic Beverage License to Flandreau Filling Station for Flandreau Athletic Hall of Fame Street Dance on July 6th, 2024

Special notes: Other business properly referred to the City Council.

Cohl Turnquist
City Administrator

Distribution:

Mayor Sutton
Alderman Ahlers
Alderman Bjerke
Alderman Ekern
Alderman Fargen
Alderman Tufty
Alderman Yeaton

Cc:
Newspaper: Moody County Enterprise
City Attorney: Corey Bruning