

Call to Order

Roll Call

Pledge of Allegiance

Approval of Agenda

Public Forum: *The Mayor and City Council welcome comments from the public on any subject pertaining to City business. You are asked to state your name and address for the record and to limit your remarks in order that others may be given the opportunity to speak. No action will be taken on items discussed. However, if warranted, the item may appear on a future agenda.*

Consent Agenda

- Approval of Minutes – 4/13/2026 Regular Session Minutes
- Approval of Minutes – 4/22/2026 Special Session #3 Minutes
- Approval of Bills – May 2026
- Approval of Finance Report – April 2026

Departmental Updates

Old Business:

1. Discuss and approve roads for the FY27 TIF Road Project
2. Discuss/approve accepting bids for Brickyard Rd repair from Ridge Stone Clubhouse to Olive Ave, and north easement by clubhouse
3. Discussion/approval of road repair to S 1st St.
4. Approve adding stop signs at Gilman/3rd St
5. Public Hearing to approve FY26 Amendment #2
6. Resolution to approve FY26 Amendment #2
7. Update on 150th celebration

New Business:

1. Approval of city clean up use of the pool parking lot and expenses
2. Discussion with Rural Fire Board to build Fire Station
3. Discussion about adding stop signs in other locations in town
4. Discuss and approve expense to move Astra camera
5. Discussion and approval of Police Chief accepting second job
6. Discussion and approval of placing a rule using facilities at Galvin's only if camping
7. Resolution authorizing the mayor to sign the Franklin County 28E and Mutual Aid Agreement
8. Approve Commercial Garbage Hauler Licenses: Digital Dumpsters, D&L Sanitation, Waste Management
9. Resolution authorizing the transfer of funds for payment of bonds
10. Approve MetLife 2026 renewal

Council Remarks

Adjournment

To help our meetings stay on task, PLEASE wait to be addressed by the Mayor.

As a courtesy, please turn cell phones off or to silent during council meetings.

Thank you in advance for your cooperation.