

Reminder – Shut off all pagers and cell phones

City of Medford Regular Meeting Agenda

January 23, 2023, 7:00 PM



- I. Call to Order
- II. Pledge of Allegiance
- III. Concerns/Requests from the General Public and Organizations
- IV. Approval of Agenda
- V. Approval of Consent Agenda *(All items listed are considered routine or non-controversial by the Council and will be approved by one motion. There will be no separate motion on these items unless a council member, city staff, or citizen so requests, in which case the item will be removed from the consent agenda and be considered in its normal sequence of the agenda. All items approved by majority vote unless noted.)*
 - A. Approval of Minutes
 - B. Approval of City and Liquor Store Bills
 - C. Approval of Check Register
 - D. Healthy Seniors of Steele County Temporary Gambling Permit Application Request
- VI. Council Committees/Reports
 - A. Planning and Zoning Board – did not meet
 - B. EDA Board/Commissioner Report – did not meet
 - C. Park & Pool Commissioner Report
 - D. Water & Wastewater Commissioner Report
 - E. Municipal Liquor Store Commissioner Report
 - F. Streets Commissioner Report
- VII. Department Reports
 - A. Fire Department
 - B. City Attorney
 - C. City Engineer
 - i. Resolution 2023-02 A Resolution Approving Plans and Specifications and Ordering Advertisement for Bids
 - D. Mayor
 - i. Direct Deposit Discussion
 - ii. Fire Hall Committee
 - iii. Civic Club Discussion
 - iv. Medford School Speed Limit Update
 - v. Ice Rink Discussion
 - vi. Employee Retention/City Wages
 - vii. Enterprise Fund Transfers
 - E. Administration Department
 - i. City Administrator
 - a. Public Works/General Updates
 - b. Contract Operator Resignation
 - ii. City Clerk
 - a. City Financial Report
 - b. Accepting Checks at the Medford Liquor Store
- XII. New Business
- XIII. Next Meeting Dates
 - A. Regular City Council Meeting – Monday, February 27, 2023, 7:00 p.m.
 - B. Board of Appeal and Equalization Meeting – Monday, April 24, 2023 6:00 p.m.
- XIV. Adjournment