

Reminder – Shut off all
pagers and cell phones

City of Medford Regular Meeting Agenda

November 28, 2022, 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. Approval of Resolution 22-18 A Resolution Accepting Grant Award from Statewide Health Improvement Partnership in the amount of \$318.98 for Medford City Hall.
- VI. Council Committees/Reports
 - A. EDA Commissioner Report
 - B. Park & Pool Commissioner Report
 - C. Water & Wastewater Commissioner Report
 - D. Municipal Liquor Store Commissioner Report
 - E. Streets Commissioner Report
- VII. Department Reports
 - A. City Attorney
 - B. City Engineer
 - i. Feasibility Report for 2023 Street Improvements
 - ii. Resolution 22-19 Approving Feasibility Report and Calling Public Hearing on 2023 Street Improvements
 - C. Fire Department – 2023 Township Fire Contracts
 - D. Administration Department
 - i. Mayor
 - ii. City Administrator
 - a. City Administrator Update Memo
 - b. Ice Rinks Discussion
 - c. Accepting Bryce Grinnell's Resignation from Public Works
 - d. Hiring of New Public Works Worker
 - iii. City Clerk
 - a. City Financial Report
 - b. Resolution 2022-17 Designation the Polling Place for the 2023 Elections
 - c. 2023 Final Budget
- XIII. Next Meeting Dates
 - A. Regular City Council Meeting – Monday, December 19, 2022, 7:00 p.m.
 - B. Truth in Taxation Meeting – Monday, December 19, 2022, 7:00 p.m.
- XIV. Adjournment