

# Council Agenda

Calmar Fire Station, Calmar, IA 52132

Monday, March 1, 2021 @ 5:30 P.M.

Keith Frana – Mayor

City Council Members-Jeanie Kirkeberg, T.J. Schissel,

Dennis Kleve, Linus Sabelka, Keith Gerlich



1. Call to order/Pledge of Allegiance
2. Roll Call
3. Approval of Consent Agenda
  - a. Agenda/Additions to agenda
  - b. Minutes of February 1, 2021
  - c. Clerk/treasurer reports
  - d. Claims for February 2021
  - e. Approval of ABD License Calmar Redemption Center
  - f. Approval of ABD West Main Liquor
  - g. Approval of ABD The Horseshoe (If Submitted to Local Authority) Exp 3/16
4. Comments and questions from the public (Sign Sheet – 3 Minutes to Speak)
5. Public Hearing on the 2021-2022 Budget
  - a. Approve Resolution #632 Approving the 2021-2022 Budget
6. Public Hearing to file an application with the USDA Rural Development for financial assistance to purchase the next City of Calmar's police vehicle
7. Received request and recommendation from the Zoning Board to change the zoning designation of the Parcels below from R-2 to I-1 and vacate street.
8. Public Hearing to rezone Parcel 142536000900 (street west of parcel too), 143610300100, 143610300200, 143610300300, 143610300400 from R-2 to I-1 (Industrial).
  - a. Approve Ordinance #435 Amending the Zoning Code to change above parcels from R-2 to I-1
9. Discuss and approve possible sale of city owned land (portion of Jefferson Street).
10. Set Public Hearing to vacate a portion of Jefferson Street and sell to adjoining landowners (April 5, 2021).
11. Discuss and approve SW Trap Team.
12. Approve Kwik Trip, Inc. changes in their organization.
13. Discuss Calmar's Subdivision Ordinance.
14. Discuss and approve Ground Mounted Solar Systems Permit Application.
15. Any building permits/abatements submitted
16. Department Reports
  - a. Fire Department Report
  - b. Police Department Report-In Packet
  - c. Water/wastewater Report
  - d. Street Department Report  
-Loader
  - e. Economic Development
  - f. Mayor Report
  - g. Nuisance Properties
11. Adjournment