

Council Agenda

Calmar Fire Station, Calmar, IA 52132

Monday, February 5, 2024 @ 5:30 P.M.

Keith Frana – Mayor

City Council Members-T.J. Schissel, Dennis Kleve, Linus Sabelka,
Keith Gerlich, Chad Schissel



1. Call to order/Pledge of Allegiance
2. Roll Call
3. Approval of Consent Agenda
 - a. Agenda/Additions to agenda
 - b. Minutes of January 1, 2024
 - c. Clerk/treasurer reports for December and January
 - d. Claims for January 2024
 - e. Approval of ABD License LE0003196 West Main Liquor
 - f. Approval of ABD License LC0033725 The Horseshoe
 - g. Approval of ABD License LG0000286 Calmar Redemption Center
 - h. Approval of ABD License Kwik Star
4. Comments and questions from the public (Sign Sheet – 3 Minutes to Speak)
5. Any building permits/abatements submitted
6. Set date for public hearing on the plans, specifications, form of contract and estimate of cost for the construction, review of bids received and award of contract of the 2024 Henry Street Improvement Project for the City of Calmar, Iowa (March 4, 2024)
7. Annual approval of Noah Balik to SW Rec Board as the Representative of the City of Calmar
8. Approve yearly contribution to the SW Rec Program (7/1/23-6/30/24 \$8,000)
9. Discuss and approve 911 building sale
10. Discuss real estate conveyance of 501 W Main Street, Calmar IA and accept bid
11. Set date for public hearing on property conveyance of 501 W Main Street, Calmar IA
12. Discuss and approve Malcom options
13. Approve Ordinance #453 Amending Mandatory Collection of Solid Waste and Mandatory Payment of Fees
14. Discuss lift station/sports complex (solar)
15. Set public hearing for 2023-2024 budget amendment (March 4, 2024)
16. Discuss salaries for City Employees Effective July 1, 2024 (Budget)
17. Department Reports
 - a. Fire Department Report-In Packet
 - b. Police Department Report-In Packet
 - c. Water/wastewater and Street Department Report
 1. Discuss and approve slip lining project
 - d. Economic Development
 - e. Nuisance Properties
 - f. Mayor
 - g. Budget items
18. Adjournment