AGENDA - CITY OF GHENT

REGULAR CITY COUNCIL/ JOINT EDA MEETING TUESDAY, APRIL 8, 2025 @ 6:30

Call the Meeting to Order: Pledge of Allegiance

Approval of Minutes: M Approval of the Agenda: M

Approval of Claims & Expense Report: M

Citizen's Comments – If a citizen has an item of concern that they would like to bring to the council's attention that "is not" on the agenda, they have approximately 2 minutes to address the council at this time. Please address the council from the podium. If further discussion is necessary, this item will be added to the agenda for next month's meeting.

LYON CO. SHERRIFF'S DEPT. REPORT

• DANGEROUS DOG: The hearing was changed to Wednesday, April 16th @ 2:45.

OPEN PUBLIC HEARING: BOARD OF APPEALS AND EQUALIZATION: M

Hear Public Comments
CLOSE PUBLIC HEARING: M

APPROVAL OF COUNTY ASSESSOR VALUE INFORMATION: M

CODE ENFORCEMENT:

- AG PLUS: PILE OF DIRT
- CHAPTER 91: ANIMALS REVIEW
 - o 91.01 (1) DOMESTIC ANIMALS: no current regulation
 - o 91.04 FARM ANIMALS; review chicken ordinance

FLOODPLAIN PERMIT: Approve permit for Gades @ 3162 State Hwy 68 to install window wells. M

WIDSETH: WATER/SEWER PROJECT - IN TOWN PORTION

- RESUBMIT ON THE IUP LIST FOR 2026. Will have ready for May meeting.
- OTTERTAIL

BOLTON & MENK:

- BERM: Planning grant was successful.
- TRAIL GRANT: Was not submitted because of new requirements that we did not meet.
- WATER/SEWER PROJECT:
 - $\,\circ\,$ PPL Submission for Ponds & Watertower.
 - o Special Appropriations Hearing was on 3/6/2025 waiting on bonding bill. Town hall update.

UTILITY BILLING ONBOARDING: Moved to June. Reviewing other options for utility billing programs.

BUDGETING FOR 2026:

- SOURCEWELL ACCOUNT: Cooperative Purchasing Group
- COUNCIL CHAIRS
- ARC-GIS: Lead Line Inventory; add tree inventory and integrate water/sewer project.

NEXT MEETINGS: CITY COUNCIL IS TUESDAY, MAY 13TH

EDA MEETING IS THURSDAY, MAY 29TH 6:30 p.m.

JESSE IS GONE FROM MAY 10 - 20, 2025

DOUG IS GONE FROM APRIL 10 - 19, 2025 & MAY 22 - 31, 2025

ADJOURN: M = Requires a Motion