



REGULAR COUNCIL MEETING

Wednesday, September 21, 2022 at 6:30 pm

MEETING LOCATION: 520 N. Commercial Ave

(Council Chambers)

Council Meeting will be broadcast on Facebook Live

Click here to visit our: [Facebook Page](#)

1. CALL TO ORDER / ROLL CALL / PLEDGE OF ALLEGIANCE

Mayor Bryan Chapman opened the Council Meeting at ____ (time).

The Mayor led the Pledge of Allegiance.

Council Members present ____

Council Member absent ____

Others present ____

2. ADDITIONS / DELETIONS TO AGENDA

Sample Motion

Motion to approve the agenda as presented.

Motion ____

Second ____

3. HEARINGS/PRESENTATIONS/PUBLIC FORUM

4. STAFF REPORTS

a. Brian Daily, Police Chief/Interim City Administrator

Attachments:

- **Staff Report** (Staff_Report_09212022.pdf)

b. Brad Jantz, City Attorney

c. Bryan Chapman, Mayor

5. CONSENT AGENDA

Sample Motion:

Motion to approve the consent agenda as presented.

Motion by _____

Second by _____

a. Minutes of September 7, 2022, Regular Meeting

Attachments:

- **Regular Council Minutes - September 7, 2022** (regular-council-meeting_minutes_2022-09-07_162528.pdf)

b. Approval of Payroll September 16, 2022 amount \$13,470.54

c. Approval of General Disbursement Checks amount \$211,931.03

General Disbursement Check Reports

Attachments:

- **CHECKS** (CHECKS.pdf)

6. UNFINISHED BUSINESS

7. NEW BUSINESS

a. UNPAVED STREETS - LINCOLN AVE, JEFFERSON AVE, JACKSON AVE

8. OTHER BUSINESS

9. Executive Session - Contract Negotiations

Sample Motion

Move to recess into an executive session for ____ minutes pursuant to the exemption related to attorney client privilege (K.S.A. 75-4319(b)(2) for the purpose of discussing CONTRACTUAL MATTERS. The open meeting would resume at ____ p.m. with those present in the executive session being the Governing Body, Interim City Administrator, and City Attorney.

a. Executive Session - Contract Negotiations

b. Executive Session - Contract Negotiations Continued

10. ADJOURN

Motion to adjourn the Regular Council meeting at ____ PM.

Second by ____