CITY OF CASCADE, IOWA COUNCIL MEETING AGENDA & PUBLIC NOTICE MONDAY, JULY 26, 2021, 6:00 P.M CITY HALL, 320 1ST AVE WEST

NOTICE: Notice is hereby given that the Cascade City Council will hold a regularly scheduled meeting at <u>6:00</u> PM on **Monday, July 26, 2021,** at the Cascade City Hall. Any visually- or hearing-impaired person or persons with special accessibility needs should contact the City Clerk at 563-852-3114.

Meetings are live streamed at www.cityofcascade.org under city of Cascade tab and available on Local Access Channel 18

- 1. Call to Order
- 2. Pledge of Allegiance
- 3. Roll Call
- 4. Approve Agenda
- **5. Speakers from the Floor** (limit 2 minutes per person).
- **6.** <u>Consent Agenda</u> Review and approve the following consent agenda items:
 - 1. Approve and file City Council Minutes 07/12/21
 - 2. Approve and file Park Board Minutes 07/13/21
 - 3. Approve and file Cascade Municipal Utilities Minutes 07/19/21
 - 4. Approve Liquor License for Butch & Frankie's Home Goods LLC
 - 5. Approve Liquor License for the Bent Rim
 - 6. Approve Liquor License for American Legion Post #528
 - 7. Approve Liquor License for Lyons Service Center
 - 8. Approve Liquor License for The Corner Tap Room
- 7. Two Gingers Requests to Close 1st Ave from Lincoln to Buchanan St 9/18/21 for Ride for Kids 11:30am-2pm
- 8. Two Gingers Requests to Close 1st Ave from Lincoln to Buchanan St 8/29/21 for ATV Ride UI Children's Hospital Benefit 3:30-5:30pm
- 9. Discuss the Riverview Gazebo including adding a Deck
- 10. Review Proposed Stormwater Ordinance
- 11. Discuss Price for Vacated Streets/Alleys
- 12. Discuss Repairs to River Wall
- 13. Review Business Incentive for Cascade Lumber
- 14. Resolution #40-21 Resolution Approving Entering into Contract for Auditing Services with BerganKDV
- 15. Ordinance #05-21 (1st Reading) An Ordinance Amending Chapter 165, Schedules of District Regulations of the Code of Zoning Ordinances for the City of Cascade, Iowa
- 16. Reports Police Chief and City Administrator
- 17. Adjournment