

# City of Scott City

## COUNCIL MEETING

AUGUST 15, 2022

215 CHESTER AVE. SCOTT CITY, MO 63780

573.264.2157 FAX: 573.264.4281

**Order of Business:** Citizens may attend meetings in person and sign-in prior to the start of meeting, which begins promptly at 7:00pm.

### AGENDA:

**A. ROLL CALL:** Mayor Brant or Mayor Pro-Tem Morse

Council Members: R. Morse, R. Brashear, J. Howard, H. Ingvalson, M. Rhymer,  
K. Page, V. Phillips, C. Page

**B. PRAYER:**

**C. PLEDGE OF ALLEGIANCE:**

**D. APPROVAL OF AGENDA:** August 15th, 2022

**E. APPROVAL OF MINUTES:** from August 1, 2022

**F. APPROVAL OF BILLS:** to be paid August 16th, 2022

**G. PUBLIC FORUM:** Each speaker is only allowable up to five minutes to speak, **time exceeding five minutes must be approved by Mayor and Council.**

### **H. NEW BUSINESS:**

1.) Bill # 1274 Ordinance # 1283 An ordinance authorizing the mayor of Scott City to execute an agreement by and between the city of Scott City and Mary Eftink Boner, L.C.

2.) Resolution 635. A resolution of the city of Scott City declaring certain property as surplus and authorizing its release

3.) Correcting Bill #1272 Ordinance #1280 to become Bill # 1272 Ordinance # 1281

### **I. MAYOR'S REPORT:**

**J. DEPARTMENT REPORTS: \*\*\* Department Heads have submitted reports to council prior to meeting in written form. Department Heads will be present at the meeting upon council discretion or Department Head has further pertinent information to share not addressed on written report.**

1. City Administrator-Dustin Whitworth
  - a. Victor Phillips
2. Police Chief- Rick Walter
  - Dispatch: Dan King
  - a. Mike Rhymer
- 3 Fire Chief- Shawn Jackson
  - a. Heather Ingvalson
4. Parks- Skylar Cobb
  - a. Rick Brashear
5. Public Works- Cletus Glueck
  - a. Cody Page
6. Cemetery- Jack Howard
7. Ordinances- Kenny Page
8. Planning & Grants/Vision- Randy Morse

**K. NEXT MEETING:** September 6th, 2022

**L. MEETING ADJOURNED:**

**Posted on August 12, 2022, 12:00 PM By: Dustin Whitworth, City Administrator**