# CITY OF ROCKFORD A G E N D A City Council Workshop, Tuesday, February 14, 2023 at 5:00 p.m. Council Chambers - 6031 Main Street, Rockford, MN

- 1. Ordinance Amendment, Park Facilities Rental
- 2. Other / Miscellaneous

## CITY OF ROCKFORD<u>A</u> G E N D A City Council Meeting, Tuesday, February 14, 2023 at 6:00 p.m. Council Chambers - 6031 Main Street, Rockford, MN

1. (\*6:05) Call to Order/Roll Call/Pledge of Allegiance

### 2. (\*6:10) Set Agenda/Consent Agenda

- A. Approve Minutes from January 24,2023 Workshop & Regular Council Meeting
- B. Approve Minutes from February 2, 2023 Disciplinary Hearing
- C. Approve Payment of Claims
- D. Resolution, 2023 Fire Department Membership and Leadership Positions
- E.
- F. 2023 Stantec Letter of Engagement, Engineering Services

## 3. New Business

- A (\*6:20) Resolution / Ordinance Amendment, Park Facilities Rental
- B. (\*6:40) Delano Rockford Varsity Hockey Community Practice and Skate
- C. (\*7:00) Park Shelter Fee Waiver
- D. (\*7:20) Veterans Memorial Welcome Board and Donor Board

### 6. Staff Reports (\*7:40)

- A. Attorney/Administrator Report
- B. Engineer's Report
- C. Public Works Report
- D. Council Reports
- 7. (\*7:45) Open Forum
- 8. (\*7:50) Adjournment

#### 9. Information only

- A. Incoming
- B. Outgoing
- C. Staff Communications to Council

# **\*TIMES LISTED ARE AN ESTIMATE**

**Public Hearings** allow residents to provide input on matters. Public will be invited to speak by the mayor and will speak only at the podium. No calling out from the audience is allowed.

**Consent Agenda** Items are non-controversial items or business previously discussed that are approved with one motion.

**Open Forum** Is for Public Comment - complete form prior to start of meeting. There is a 3 minute limit at which time this item will be researched further and put on a future agenda. Presentations or information should include 10 copies, must speak at podium when called upon by the Mayor.

# AGENDA SUPPORT DOCUMENTATION IS AVAILABLE FOR PUBLIC INSPECTION