## CITY OF ROCKFORD - A G E N D A City Council Workshop – November 26, 2019 at 5:00 p.m. Council Chambers - 6031 Main Street, Rockford, MN

#### Item for Discussion (\*5:00)

- A. Employee Equity Compensatory Adjustment
- B. Tailwind Design Approval
- C. Miscellaneous

# **CITY OF ROCKFORD**

#### AGENDA

## Regular City Council Meeting – November 26, 2019 at 6:00 p.m. Council Chambers - 6031 Main Street, Rockford, MN

#### 1. (\*6:00) Call to Order/Roll Call/Pledge of Allegiance

2. Public Hearing(s) - none

#### 3. (\*6:05) Set Agenda/Consent Agenda

- A. Approve Minutes from November 12, 2019 Workshop & Regular Council Meeting
- B. Approve Payment of Claims
- C. Employee / Contractor Equity Compensatory Adjustments
- D. Crow River Celebration Fireworks
- E. Closing City Hall Christmas Eve

## 4. New Business

- A. (\*6:10) Approve Purchase of Riverside Park Equipment
- B. (\*6:30) 3<sup>rd</sup> Quarter Financial Report
- C. (\*6:45) RES/Tailwind Design Approval Site Plan and Building Review

#### 5. Old Business - none

#### 6. Staff Reports (\*6:50)

- A. Attorney/Administrator Report
- B. Engineer's Report
- C. Public Works Report
- D. Council Reports

## 7. (\*6:55) Open Forum

#### 8. (\*7:00) 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