

MONDAY

-- APRIL 29, 2019 --

SPECIAL WORK SESSION – 6:00 P.M.

OF THE ANAMOSA CITY COUNCIL

ANAMOSA LIBRARY AND LEARNING CENTER

AGENDA

PUBLIC NOTICE IS HEREBY GIVEN THAT THE CITY COUNCIL OF THE CITY OF ANAMOSA IOWA, WILL MEET AT THE ANAMOSA LIBRARY AND LEARNING CENTER, ANAMOSA, IOWA, FOR A SPECIAL WORK SESSION AT 6:00 P.M. ON MONDAY THE 29TH DAY OF APRIL, 2019 TO CONSIDER THE MATTERS ENUMERATED IN THE AGENDA BELOW:

- 1.0) ROLL CALL**
- 2.0) CITY ADMINISTRATOR UPDATE ON PROJECTS AND GENERAL OPERATIONS**
- 3.0) DISCUSSION TOPICS (May not be covered in order)**
 - A) Community Visioning**
 - B) Capital Improvement Planning**
 - a. Water Plant Expansion**
 - b. New Well**
 - c. Fire Station Expansion**
 - d. New Police Station**
 - e. Wastewater Plant – Phosphorous Removal**
 - f. Wastewater Plant – Retention Tanks**
 - g. Sanitary Sewer Force Main from Rosemary to Second Street**
 - h. Distribution (Water) and Collections (Wastewater) Maintenance and Repair**
 - i. Splash Pad**
 - j. Swimming Pool**
 - k. Park Improvements**
 - l. Trails & Sidewalks**
 - m. Street Projects**
 - n. Solar Energy**
 - o. City Hall Renovation**
 - C) Administrative Projects**
 - a. Personnel Policies**
 - b. Codification**
 - c. Wage Scale**
 - d. Website/ Payment Processing**
 - e. CDBG Downtown Revitalization**
 - f. Comprehensive Plan**
 - g. ASP Sanitary Sewer Agreement**
 - h. TIF Projects / Economic Development**
 - i. Residential Developments**
 - j. ROW Management**
 - k. Financial Planning / Debt Management**
 - l. Management Training for Department Heads**
 - m. Team Building**

D) **Organizational Analysis**

E) **Goal Setting**

4.0) ADJOURNMENT.

THIS NOTICE IS HEREBY GIVEN AT LEAST 24 HOURS PRIOR TO THE COMMENCEMENT OF THE MEETING SPECIFIED ABOVE. THIS WAS DONE BY ADVISING THE NEWS MEDIA WHO HAVE FILED A REQUEST FOR NOTICE AND BY POSTING THE NOTICE ON THE FRONT DOOR IN THE LOBBY AREA IN CITY HALL THAT IS ACCESSIBLE TO THE PUBLIC. THIS WAS ALL PURSUANT TO CHAPTER 21 OF THE CODE OF IOWA.

Jacob Sheridan, City Administrator