

**“The Fossil Fish Capital of the World”**  
**City of Kemmerer, Wyoming**  
**AGENDA**  
**KEMMERER CITY COUNCIL MEETING**  
**MONDAY, October 10, 2016**

**6:00 p.m. – WORKSHOP**

6:00 – 6:15 – Agenda Review

6:15 – 6:55 – Department Reports  
Senior Center Feasibility Study Update  
Old Town Hall Property Tax Discussion

★ **CALL TO ORDER:** Mayor Zem Hopkins

★ **PLEDGE OF ALLEGIANCE:**

★ **ROLL CALL:**

★ **APPROVAL OF AGENDA:** October 10, 2016

★ **VISITORS’ COMMENTS AND PETITIONS:** (This is a listening session only, no action will be taken. Council will not comment on matters of litigation or personnel.)

(1) Other visitors

★ **PUBLIC HEARING:**

(1) Budget Resolution No. 2017-01, showing the receipt and expenditure of \$500 in grant funds from Exxon employee funds to pay for equipment replacement at the Recreation Center.

(2) Budget Resolution No. 2017-02, using reserves to fund the purchase of a new police vehicle in an amount not to exceed \$38,000.

★ **CONSENT AGENDA:** (The items listed under consent agenda are considered to be routine by the City Council and will be enacted by one motion in the form listed below. There will be no separate discussion of these items. If discussion of any items is desired, that item will be removed from the consent agenda and considered separately.)

(1) Approval of minutes of September 26, 2016

(2) Approval of payment of bills; payroll

(3) Approval of Budget Resolution No. 2017-01 and 2017-02

(4) Approval of a 12-month lease extension for Public Works backhoe not to exceed \$7,200

(5) Approval of Resolution 2016-727 “Utility Bill Flyer Policy”

(6) Approval of the Enforcing Underage Drinking Laws (EUDL) Grant Contract

**OLD BUSINESS:**

None

**NEW BUSINESS:**

(1) Bid award for the purchase of a new police vehicle

(2) Questar Quit-Claim Deed

(3) Airport Apron Project Change Order #2

**EXECUTIVE SESSION:** to discuss personnel and pending litigation

**COMMENTS:**

- (1) City Administrator's Comments
- (2) Council Comments
- (3) Mayor's Comments