

AGENDA CITY OF CEDAR FALLS, IOWA COMMITTEE OF THE WHOLE MEETING MONDAY, APRIL 15, 2024 6:20 PM AT CITY HALL, 220 CLAY STREET

Call to Order

Roll Call

Discussion on Regular Council Meetings to be held on Tuesdays.
 (30 Minutes, Director of Finance & Business Operations Jennifer Rodenbeck)

Adjournment



Discussion on regular Council Meetings to be held on Tuesdays

Committee of the Whole April 15, 2024





Background

 Referral at March 4th Council Meeting to refer to Committee of the Whole discussion on regular council meetings be held on Tuesday nights.



Comparable Cities - Iowa

- 24 other cities surveyed:
 - Monday nights 12 cities
 - Tuesday nights 9 cities
 - Wednesday nights 1 city
 - Thursday nights 2 cities

½ have their meetings on Monday nights



Other Considerations

- If Tuesday still 1st & 3rd of Month?
- City Board & Commission Meetings
 - Bike Ped Commission 1st Tuesday of the month
 - Historic Preservation 2nd Tuesday of the month
 - Board of Adjustment 3rd Tuesday of the month (don't meet every month)





Other Considerations

- Cable TV
 - School activities on Tuesday nights several conflicts with Cable TV production staff if Council meetings same nights



Other Considerations

- Packet Deadline
 - Move to packet being released on Thursday instead of Wednesday?
 - Currently items are due into Clerk's office on Monday prior to a council meeting so the agenda and packet can be assembled on Tuesday and packet released on Wednesday.
 - Staff would recommend if move council meetings to Tuesday then moving the item deadline to Tuesday and releasing packet on Thursday for packet submittal deadline.



Next Steps

- If City Council wishes to move Council meetings to Tuesday:
 - Ordinances to make that change would be drafted and come back to council for final approval.
 - Council Procedures would be changed and brought back to council for final approval to move packet deadline to Tuesday prior to the meeting and council packet released on Thursday prior to the meeting.





QUESTIONS?