



ECONOMIC DEVELOPMENT AUTHORITY

City Hall—Council Chambers, 590 40th Ave NE

Monday, December 12, 2022

5:30 PM

AGENDA

ATTENDANCE INFORMATION FOR THE PUBLIC

Members of the public who wish to attend may do so in-person, by calling **1-312-626-6799** and entering meeting ID **823 5594 9531** or by Zoom at <https://us02web.zoom.us/j/82355949531>. For questions please call the Community Development Department at 763-706-3670.

CALL TO ORDER/ROLL CALL

PLEDGE OF ALLEGIANCE

CONSENT AGENDA

1. **Approve November 7, 2022 regular EDA Meeting Minutes.**
2. **Façade Improvement Grant Application Edits.**
3. **Approve Financial Reports and Payment of Bills of October 2022.**
MOTION: Move to approve the Consent Agenda as presented.

BUSINESS ITEMS

4. **Resolution 2022-25, appropriating \$40,000 of existing fund balance for use in the 2022 budget of Economic Development Authority Administration Fund 204.**
MOTION: Move to waive the reading of Resolution 2022-25, there being ample copies available to the public.
MOTION: Move to adopt Resolution 2022-25, being a resolution appropriating \$40,000 of existing fund balance for use in the 2022 budget of Economic Development Authority Administration Fund 204.
5. **Façade Improvement Grant Camera Installation Bid.**
MOTION: Move to accept the proposal from Marco, in the amount of \$41,353.31, for the installation of security cameras and recording devices; and furthermore, to authorize the City Manager to enter into an agreement for the same.
MOTION: Move to accept the form and substance of the Business Licensing Agreement and to authorize the executive director to enter into said agreements with Tasty Chicken and Pizza, Matts's Automotive, Lowell's Auto Repair, Fridley Heights Cyclery, and VFW Post 230.

PUBLIC HEARINGS

OTHER BUSINESS

ADJOURNMENT

Auxiliary aids or other accommodations for individuals with disabilities are available upon request when the request is made at least 72 hours in advance. Please contact Administration at 763-706-3610 to make arrangements.