



CITY OF MARSHALL
City Council Meeting
Agenda
Tuesday, May 28, 2024 at 5:30 PM
City Hall, 344 West Main Street

OPENING ITEMS

1. Introduction of City Administrator Intern

APPROVAL OF AGENDA

APPROVAL OF MINUTES

2. Consider Approval of the Minutes from the Regular Meeting Held on May 14th

PUBLIC HEARING

3. Vacation of Utility Easements in Proposed Lockwood Second Addition – 1) Public Hearing on Resolution Granting Petition to Vacate; 2) Consider Resolution Granting Petition to Vacate Easements
4. Sounds of Summer 2024 – 1) Public Hearing on Private Use of Public Streets and Parking Lots; 2) Approval of Private Use of Public Streets and Parking Lots; 3) Approval of Parade (August 24, 2024)

CONSENT AGENDA

5. Consider Approval of a Garbage/Refuse Haulers License for Sweetman Sanitation
6. Consider an Amendment to Resolution 24-050 for the American Legion to Conduct Bingo at the Red Baron Arena on June 6th
7. Consider Approval of the Bills/Project Payments

APPROVAL OF ITEMS PULLED FROM CONSENT

NEW BUSINESS

8. Approve Out-of-State Travel for Liquor Store Manager
9. Lockwood Second Addition - 1) Approval of Preliminary Plat; 2) Consider Resolution Adopting the Final Plat
10. Peachy Subdivision - 1) Approval of Preliminary Plat; 2) Consider Resolution Adopting the Final Plat
11. Consider Authorization to Submit MnDOT Grant Request Letter and Purchase Tractor/Loader for Airport
12. Consider Authorization to Purchase Robotic Total Station for Engineering Department and Declaring Existing Unit as Surplus
13. Registration/Zoning for THC Retail Sales

COUNCIL REPORTS

14. Commission/Board Liaison Reports
15. Councilmember Individual Items

STAFF REPORTS

16. City Administrator
17. Director of Public Works/City Engineer
18. City Attorney

INFORMATION ONLY

19. Building Permits

MEETINGS

20. Upcoming Meetings

ADJOURN

Disclaimer: These agendas have been prepared to provide information regarding an upcoming meeting of the Common Council of the City of Marshall. This document does not claim to be complete and is subject to change.