



AGENDA

Madison Lake City Council

Monday, November 3, 2014 at 7:00 PM

Madison Lake Community Room

1) Call Meeting to Order & Pledge of Allegiance

2) Roll Call

3) Approval of Agenda

4) Approval of Vendor Claims

5) Consent Agenda

Note: All items listed under the Consent Agenda are considered routine or non-controversial and will be approved with one motion. If a Council Member wishes to discuss any of these items, they may ask that the item be removed from the Consent Agenda.

- a) Approval of minutes from regular meeting of October 20, 2014

6) Open Public Comments

NOTE: Those wishing to speak must state their name and address for the record. Please limit comments to five minutes for person. Please fill out and turn in the yellow card to the Mayor before the meeting.

7) Appearances & Presentations

- a) Public Hearing on Resolution #2014-85 Vacation of a portion of Utility Easement in Tomahawk Subdivision
- b) Public Hearing on Annexation of Property into the City of Madison Lake
- c) Public Hearing on Ordinance 2014-13 Regulating the Disposition of Unclaimed Property
- d) Department Updates

8) Ordinances and Resolutions

- a) Resolution #2014-85 Vacation of a portion of Utility Easement in Tomahawk Subdivision
- b) Resolution #2014-86 Appointing Election Judges
- c) Resolution #2014-87 Orderly Annexation Agreement with Le Ray Township
- d) Resolution #2014-88 Expanding the Project Area Feasibility Area for 4th and 5th
- e) Ordinance #2014-13 Regulation of Disposition of Unclaimed Property

9) Unfinished Business

- a) Project Updates
 - i) Annexation Update
 - (1) Michael Wheaton
 - (2) Payments
 - ii) FEMA update

10) New Business

- a) Barb Dillon- Liquor Delivery
- b) Review Ordinance #2014-14 Chapter 93 Public Nuisance Ordinance Revisions

11) Staff Reports

12) Mayor & Council Reports

13) Personnel

14) Adjournment

Upcoming Meetings:

- City Council Regular Meeting-Monday, November 17, 2014 7:00 pm, Community Room
- Planning Commission Regular Meeting- Monday November 24, 2014 7:00 pm, Community Room