

CITY OF ROCKFORD_WORKSHOP AGENDA
City Council Workshop – November 9th, 2021 at 5:00 p.m.
Council Chambers - 6031 Main Street, Rockford, MN

5:00 p.m. Workshop

1. Council Candidates Workshop
 - a. 5:00 p.m. Nick Morter
 - b. 5:30 p.m. Mike Werman

CITY OF ROCKFORD_A G E N D A
Regular City Council Meeting – November 9th, 2021 at 6:00 p.m.
Council Chambers - 6031 Main Street, Rockford, MN

1. **(*6:00) Call to Order / Roll Call/Pledge of Allegiance**
2. **(*6:10) Set Agenda / Consent Agenda**
 - A. Approve Minutes from the October 26, 2021 Workshop & Special Council Meeting
 - B. Approve Payment of Claims
 - C. Approve Crow River Christmas Fireworks
 - D. Approve RES / Bingo, Delano Youth Baseball Association
 - E. Approve Park Shelter Rental Policy Amendment
3. **New Business**
 - A. **(*6:20)** Council Vacancy Candidate Discussion
 - B. **(*6:35)** Resolution Amending Resolution 21-21 Resolution Accepting Feasibility Report and Calling for Public Hearing on the Improvement
 - C. **(*7:00)** City of Rockford 3rd Quarter Financial Review
4. **Old Business - none**
5. **Staff Reports (*7:10)**
 - A. Attorney/Administrator Report
 - B. Engineer's Report
 - C. Public Works Report
 - D. Council Reports
6. **(*7:20) Open Forum**
7. **(*7:25) Adjournment**
8. **Information only**
 - A. Incoming
 - B. Outgoing
 - C. Staff – Communications to Council

***TIMES LISTED ARE AN ESTIMATE**

Public Hearings allow residents to provide input on matters. Public will be invited to speak by the mayor and will speak only at the podium. No calling out from the audience is allowed.

Consent Agenda Items are non-controversial items or business previously discussed that are approved with one motion.

Open Forum Is for Public Comment - complete form prior to start of meeting. There is a 3 minute limit at which time this item will be researched further and put on a future agenda. Presentations or information should include 10 copies, must speak at podium when called upon by the Mayor.

AGENDA SUPPORT DOCUMENTATION IS AVAILABLE FOR PUBLIC INSPECTION