

WATERLOO CITY COUNCIL

Regular Meeting Agenda

Location: Waterloo City Hall: Council Chambers

Date: December 06, 2021

Time: 7:30 p.m.

1. Call to Order.
2. Roll Call.
3. Pledge of Allegiance.
4. Correction or Withdrawal of Agenda Items by Sponsor.
5. Approval of Minutes as Written or Amended.
6. Petitions by Citizens on Non-Agenda Items.
7. Reports and Communications from the Mayor and other City Officers.
 - A. Report of Collector.
 - B. Report of Treasurer.
 - C. Report of Building Inspector / Code Administrator.
 - D. Report of Subdivision and Zoning Administrator.
 - E. Report of Director of Public Works.
 - F. Report of Chief of Police.
 - G. Report of City Attorney.
 - H. Report and Communication by Mayor.
 1. Waterloo Beautification Check Presentation to Gallagher's.
8. Report of Standing Committees.
9. Report of Special Committees.
10. Presentation of Communications, Petitions, Resolutions, Orders and Ordinances by Aldermen.
 - A. Consideration and Action on Resolution No. 21-27 Approving MFT Funds in the amount of \$490,542.52 for the period of May 01, 2022 through April 30, 2023.
11. Unfinished Business.
12. Miscellaneous Business.
 - A. Consideration and Action on Warrant No. 608.
 - B. Consideration and Action on Request for a Special Use Permit One-Year Extension for Lot #2 Remlok Professional Park as requested by Allen Brand.
13. Discussion of Matters by Council Members Arising After Agenda Deadline.
14. Motion to Adjourn.

DATES TO REMEMBER

- Dec. 08, 2021 – Park District Meeting, Waterloo City Hall: Front Conference Room, 7:00 p.m.
Dec. 14, 2021 – Sister Cities Meeting, Waterloo City Hall: Front Conference Room, 7:00 p.m.
Dec. 16, 2021 – Zoning Board of Appeals Meeting, Waterloo City Hall: Council Chambers, 7:30 p.m.
Dec. 20, 2021 – City Council Meeting, Waterloo City Hall: Council Chambers, 7:30 p.m.
Dec. 23 and 24, 2021 – CHRISTMAS HOLIDAYS.
Dec. 28, 2021 – American Legion Meeting, Waterloo City Hall: 2nd Floor, 7:00 p.m.
Dec. 30, 2021 (noon) and Dec. 31, 2021 – NEW YEAR'S HOLIDAYS.