

AGENDA
REGULAR CITY COUNCIL MEETING
February 10, 2025, at 7:00 P.M.

Meeting will be held at the Shell Lake City Hall Council Chambers, 501 First Street, Shell Lake, WI 54871

Call to Order – 7:00 P.M.
Pledge of Allegiance
Roll Call
Approval of Minutes – January 13, 2025
Public Comment
Public Works Director
Police Chief
Zoning Administrator
Zoning Board of Appeals
Plan Commission
Library Board
Lake Protection
Fire Association
Airport Management Committee

Mayor's Report

- WINTER FEST – Saturday, February 15, 2025, from 4:00 p.m. – 9:00 p.m. Looking for help!

COUNCIL COMMITTEE REPORTS

Executive/Human Resources: Rowie Hansberger – No meeting

General Administration: Rob Anderson

- Recommendation to edit the parking violation citation/process to reflect the recommendation presented by the Chief of Police.

Public Works Administration: Ken Schultz

- Recommendation to approve the payment for engineering services provided by SEH above the contracted amount for additional requested services relating to the Dobby lift station project
- Recommendation to approve a water rate increase of 4.10% beginning April 3, 2025
- Recommendation to approve Resolution #1-2025 – Increasing Sewer rates by 4.10% beginning April 3, 2025
- Recommendation to approve a garbage rate increase of 4.10% beginning April 3, 2025
- Recommendation to authorize advertising the ATV campground in the Washburn County Official Hwy/Trail Map and Rolling Hills Snowmobile/ATV Club Map for 2025/2026

Parks and Recreation: Terry Severson – No meeting

Financial Administration: Stephen Smith

- Vouchers

- Budget Status Reports

New Business

- Public Hearing and approval of the of the Shell Lake Municipal Airport Aid Petition
- Approval of an agreement with Northwest Regional Planning Commission to administer the City of Shell Lake CDBG Housing Rehabilitation Program for CY 2025-2027
- Approval of an agreement with Northwest Regional Planning Commission to assist in updating the City of Shell Lake Comprehensive Plan

Adjourn

Andrew Eiche, City Administrator