Tuesday, April 12, 2022 7:00 p.m.

Special Meeting Lake View Municipal Building

The Lake View City Council met in special session on Tuesday, April 12, 2022 at the Lake View Municipal Building. The meeting was called to order by Mayor John Westergaard at 7:00 p.m. Roll call was taken: Present: Councilors Dale Boeckman, Mike Frank Tami Moeller, Ken Steinkamp, and Dave Woltman. Also present: Nancy Muhlbauer

## Organizational Structure of Parks Department

The Council considered the possibility of creating Department Head level positions for both the Camp Crescent Manager and the Building and Grounds Foreman. The City Clerk/Administrator presented information about proposed job duties for each position.

Motion by Woltman, second by Moeller, that the Camp Crescent Manager and the Building & Grounds Foreman shall be defined as Department Heads and that the job descriptions are approved. Roll call vote: All ayes. Motion carried.

## **Closed Session**

Motion by Woltman, second by Moeller, to enter Closed Session per Iowa Code §21.5.1.i. Roll call vote: All ayes. Motion carried. The Council entered closed session at 7:12 p.m.

Motion by Woltman, second by Frank, to re-enter open session. Roll call vote: All ayes. Motion carried. The Council re-entered open session at 7:31 p.m.

## Camp Crescent Manager Position

Motion by Moeller, second by Woltman, to hire Nancy Muhlbauer as Camp Crescent Manager with a wage of \$20 per hour. Roll call vote: All ayes. Motion carried.

Motion by Woltman, second by Boeckman, that the wage for the Building & Grounds Foreman Eric Haakenson be set at \$20 per hour. Roll call vote: All ayes. Motion carried.

Shoreline Clean-Up: The Council discussed holding a Shoreline Clean-Up Day on May 7<sup>th</sup>. This will involve the use of City equipment and paying a couple of City employees during this Saturday morning.

Motion by Moeller, second by Frank, to adjourn. On vote: all ayes. Motion carried. Meeting adjourned at 7:42 p.m.

John Westergaard, Mayor	Scott Peterson, City Clerk/Administrator