

LAKE VIEW CITY COUNCIL

TENTATIVE AGENDA

Monday, March 6, 2023
7:00 p.m.

Regular Meeting
Lake View Municipal Building

1. Call to order.
2. Roll call
3. **PUBLIC FORUM:** Fifteen minutes of the Council meeting is designated for citizens input on matters not on the agenda. The Council will consider these issues at a later date.
4. **CONSENT AGENDA**
 - a. Approve or amend the tentative agenda.
 - b. Approve minutes from February 20th.
 - c. Approve bills and authorize payment.**END OF CONSENT AGENDA**
5. City Clerk/Administrator Report.
 - a. Lead Service Line Inventory
 - b. Shoreline Clean-Up
 - c. Clean-Up Day
 - d. City Hall Custodian
 - e. Concrete Project Bid
6. **Resolution # 23-11:** “Resolution Approving Contract and Performance and/or Payment Bonds for the Highway 175 Water Main Project.”
7. Bob Mohr: Easement for Downtown Lake View Sign.
8. Approve Land Lease for Hay Field North on Boulders Drive.
9. Payment to Sac County Solid Waste Agency.
10. Police Department: Body Cams, In-Car Cameras & Computers.
11. Electric Reliability Plan.
12. Arrangements for Grade 2 Water Distribution.
13. Buildings & Grounds Foreman / Public Work Position.
14. Adjourn.

NOTICE TO THE PUBLIC: The public is welcome to attend the Council meeting either in person or via Zoom. The Mayor and City Council welcome comments from the general public during the discussion on agenda items. For those attending in person: if you wish to comment, please raise your hand and be recognized by the Mayor; then step up to the podium and state your name and address for the record.

For those attending via Zoom, to make a public comment please use the “Raise your Hand” function for those joining via the web or dial **star 9 (*9)** from your phone. The moderator will open the lines one at a time and announce your name or phone number. Please state your name and address before making your comments.

Join Zoom Meeting

<https://us02web.zoom.us/j/81841407872?pwd=N3BkNVZER1dHcVd5cGJoZWFLU1ZnQT09>

Meeting ID: 818 4140 7872

Passcode: 615436