

CITY OF GUSTAVUS CITY COUNCIL REGULAR WORK SESSION

Monday, December 06, 2021 at 6:00 PM via Zoom

COUNCIL MEMBERS

CITY HALL

Mayor Mike Taylor Vice Mayor Kyle Bishop Council Members: Tania Lewis, Joe Vanderzanden Lewis Sharman, Bella Furr, Jim Mackovjak

City Administrator - Tom Williams Ph.D. City Clerk, CMC - Karen Platt City Treasurer - Eduarda Loggins Phone: 907-697-2451 | clerk@gustavus-ak.gov

AGENDA

VIRTUAL MEETING INFORMATION

SUBJECTS MAY INCLUDE:

City Council training with the Gustavus Public Library, Librarians and the Gustavus Volunteer Fire Department, Fire Chief

December 13, 2021 DRAFT General Meeting Agenda/Packet

Tsunami Siren Location

Glacier Bay Comments Request for Concession Housing Replacement

Community Town Hall Discussion with Council Member Lewis

Review of COVID-19 Policies

POSTED ON: December 1, 2021 at P.O, Library, City Hall & https://cms.gustavus-ak.gov/

The public is invited to attend Public comment is not typically taken at Work Sessions. Public comment is taken at Special and Regular Meetings or an e-mail may be sent to the clerk for distribution to City Council clerk@gustavus-ak.gov.

ADA NOTICE

Any person with a disability who requires accommodations in order to participate in this meeting should telephone the City Clerk's office at (907) 697-2451, at least 48 hours prior to the meeting in order to make a request for a disability related modification or accommodation.

VISION STATEMENT

We envision a distinctive community:

- That prospers while and by protecting its natural resources;
- With a sustainable economy and infrastructure that assures public health and safety while promoting personal development and initiative; and
- Where all members take social responsibility and actively participate in decision making affecting growth, development, regulation and enforcement; and
- In which people retain a closeness with and caring for each other individually and collectively while working together to accomplish community goals and preserve community traditions.