

CITY OF GUSTAVUS CITY COUNCIL SPECIAL MEETING

Friday, June 21, 2024 at 5:00 PM Gustavus City Hall

COUNCIL MEMBERS Mayor Shelley Owens Vice Mayor Brian Taylor Council Members: Janene Driscoll, Rachel Patrick Jim Mackovjak, Kyle Bishop, Mike Taylor

City Administrator – Kathy Leary City Clerk – Liesl Barker City Treasurer – Ben Sadler Phone: 907-697-2451 | <u>clerk@gustavus-ak.gov</u>

AGENDA

VIRTUAL MEETING INFORMATION

ID: 876 1173 7268

https://rb.gy/g8hvsz **PASSCODE:** 1542

TEL: 253-215-8782

ROLL CALL

Reading of the City of Gustavus Vision Statement

NEW BUSINESS

1. QUASI-JUDICIAL Matter City of Gustavus waives the right to file a protest of the transfer of the Slack Tide LLC Restaurant/Eating Place liquor license to Gustavus Holding LLC

ADJOURNMENT

POSTED ON: June 19, 2024 at P.O, Library, City Hall & <u>https://cms.gustavus-ak.gov/</u>

The public is welcome to testify during this hearing or may send comments by email to clerk@gustavus-ak.gov to be read at the time of the hearing. Please do not speak to any council members regarding this hearing prior to the time of the hearing since it is a Quasi-Judicial matter.

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.

CITY HALL