

PUBLIC WORKS COMMITTEE

Wednesday, October 05, 2022 at 5:15 PM

Committee Room

AGENDA

- 1. CALL TO ORDER
- 2. ROLL CALL

Committee Members: Bill LeClair, Tracey Koach, Scott Stechmesser

3. REVIEW AND APPROVAL OF MINUTES

Minutes from the August 3, 2022 Public Works Committee Meeting

- 4. PUBLIC INPUT
- 5. ON-GOING PROJECT STATUS AND ACTION IF NEEDED
 - A. 17th Street and Zlatnik
 - B. 20th Street/Eggers Pond
 - C. Scattered Laterals
 - D. Various concrete patches and curb/sidewalk work/replacing red crosswalks
 - E. East River Trail
 - F. Other
- 6. PROJECT OWNER REQUESTS

7. DISCUSSIONS OR ISSUES ON HOLD, PENDING FURTHER INVESTIGATION

- A. Review and consider proposed 2023 Street Work CIP (Lincoln Street and Roosevelt Street)
- B. Review and consider CIP (Streets and Equipment) for next five years
- C. Equipment CIP for next five-year period discussion
- D. Memorial Drive sidewalk update
- E. Update on Washington Street bridge resurfacing and Memorial Drive crossings
- 8. COMMITTEE MEMBER AND COUNCIL MEMBER ITEMS FOR DISCUSSION, INCLUSION IN FUTURE AGENDA AND ACTION IF NEEDED
- 9. DISCUSS STAFF RECOMMENDATIONS (TRAFFIC AND PARKING CONTROL) ACTION, ENDORSEMENT OR MODIFICATIONS AS NEEDED
- 10. OTHER ITEMS THAT MAY COME BEFORE THE COMMITTEE: CONSIDERATION AND ACTION IF NEEDED
- 11. SET DATE, TIME, AND AGENDA ITEMS FOR NEXT COMMITTEE MEETING(S) Suggested as Wednesday, November 2, 2022, at 5:15pm

12. ADJOURNMENT

Please note, upon reasonable notice, efforts will be made to accommodate the needs to disabled individuals through appropriate aids and services. For additional information or to request this service, please contact the Office of the City Manager by calling 793-5532.

It is possible that members of and possibly a quorum of governmental bodies of the municipality may be in attendance at the above stated meeting to gather information; no other action will be taken by any governmental body at the above-stated meeting other than the governmental body specifically referred to above in this notice.