



CITY OF IONIA

CITY COUNCIL

REGULAR MEETING AGENDA

7:00 PM, Wednesday – September 6, 2023

CITY HALL – COUNCIL CHAMBERS

CALL TO ORDER
PLEDGE OF ALLEGIANCE
ROLL CALL

I. Approval of Agenda

II. Approval of Minutes August 2, 2023 – Regular Meeting

III. Proclamations – None

IV. Public Comments – Section 3.02 of the City Council’s Rules of Order and Conduct for City Council Meetings provides opportunity for the public to address Council during the Public Comment section identified on the agenda. Your opportunity to speak occurs after you have been recognized by the Mayor. When addressing Council please state your name and address. Comments are limited to 5 minutes unless additional time (up to 10 minutes) is granted by the Mayor.

V. Public Hearings and Associated Action - None

VI. Communications

1. *Action Required* – Request from Ionia DDA regarding City of Ionia Sesquicentennial Vertical Pole Banner Display

VII. City Manager’s Report

1. *Action Required* – Conduct first reading and set public hearing to receive comments on Ordinance No. 578 – An ordinance to amend Part Two, Title Two Chapter 204, entitled Municipal Standards, of said Codified Ordinances of the City of Ionia
2. *Action Required* – Schedule Public Hearing to consider Resolution 2023-18 to vacate Wager Place Alley
3. *Action Required* – Policy No. 5-009 Update – Title VI Plan for Ionia Dial-A-Ride
4. *Action Required* – City of Ionia General Policy Manual Section Six – Assessing Policies
5. *Action Required* – Brownfield Redevelopment Authority Bylaws
6. *Action Required* – 2023 ½ Ton Pickup Truck Purchase
7. *Action Required* – Water & Sewer Rate Study Proposals
8. *Action Required* – Classification & Compensation Study Proposals

VIII. Appointments – None

IX. City Department Reports and Minutes from Boards and Commissions

Accounts Payable:

September 7 – Councilmembers Winters and/or Millard

September 21 – Councilmembers Milewski and/or Waterman

X. City Councilmember Comments/Good of the Order

XI. Closed Session – None

XII. Adjournment
