

**CAMANCHE CITY COUNCIL AGENDA**  
**6:00 P.M. – CAMANCHE CITY HALL 818-7<sup>th</sup> Avenue**  
**TO ATTEND BY PHONE: 1-717-275-8940 ACCESS CODE: 289 8487**  
**ATTEND VIA INTERNET: <https://hello.freeconference.com/conf/call/2898487>**  
**(PLACE YOUR PHONE ON MUTE UNTIL PUBLIC COMMENTS)**  
**NOVEMBER 19, 2024**

**Roll Call**

**Moment of Silent Prayer**

**Pledge of Allegiance**

**Approval of Agenda**

**Public Comments on Agenda Topics-State Your Name and Address (3 Minute Limit)**

**Guest: Jacob Van Zuiden representing the Camanche Police & Fire Bargaining Unit for Contract Negotiations – Initial Position Request from Bargaining Unit per Iowa Code 20.17.3**

**Consent Agenda:**

- 1) Approve Minutes from Council meeting held on November 5, 2024
- 2) Approve bills and claims as submitted
- 3) Accept City Clerk/Treasurer's Report for October 2024
- 4) Receive, accept and place on file draft minutes from the Park and Recreation Commission meeting on October 28, 2024
- 5) Receive, accept and place on file draft minutes from the Camanche Historical Board meeting on November 11, 2024
- 6) Approve Annual Financial Report FYE 2024

**Unfinished Business:**

- 1) Approve the Second Reading, by Title Only, of An Ordinance Amending Chapter 18.08.460 Definitions: Street Lines, 18.60.015 Accessory Building and Structure Locations and 18.24.020 (E) 6 Permitted Uses Attached Garage Size
- 2) Waive the Third Reading of An Ordinance Amending Chapter 18.08.460 Definitions: Street Lines, 18.60.015 Accessory Building and Structure Locations and 18.24.020 (E) 6 Permitted Uses Attached Garage Size
- 3) Adopt An Ordinance Amending Chapter 18.08.460 Definitions: Street Lines, 18.60.015 Accessory Building and Structure Locations and 18.24.020 (E) 6 Permitted Uses Attached Garage Size

**New Business:**

- 1) Camanche Police Department October 2024 Report

**Communication from City Attorney**

**Communication from City Administrator**

**Communication from Mayor**

**Communication from City Council Members and Department Heads**

