City of Gary, South Dakota Regular Council Meeting

Monday, February 6, 2023 at 6:30 p.m. at Gary City Hall.

- 1. Call meeting to order Roll call
- 2. Pledge of Allegiance
- 3. Additions/corrections to agenda and approval
- 4. Approve minutes of December 27, 2022 year end meeting
- 5. Approval of warrants and claims for December 2022 & January 2023
- 6. Employee Contribution: Jason, Joni, Robin

7. Committee Reports: Streets & Alleys: Jeff Cemetery: Albert Liquor: Larry & Bob

Parks: Bob & Doug Golf Course: Doug Law Enforcement: Darwyn Sanitary: Mike Library: Mike Water and Sewer: Darwyn

8. Ward Reports: Ward I: Albert Bekaert and Darwyn Engesser Ward II: Bob Stee and Jeff Nordseth

Ward III: Mike Nosbush and Doug Nelson City Wide: Mayor Larry Stoks

9. Public input

Old Business:

- 10. Siren
 - a) Decibel information
 - b) American Financial Partners representative
- 11. 2022 Final Transfer of Funds: from Video Lottery Fund to General Fund- \$ 125,119.57 from Liquor Fund to General Fund- \$175,000.00

New Business:

- 12. Gary Rodeo Melvin & Tawne Pieper
 - a) Advertisement
 - b) Special Temporary Malt Beverage License: June 30 & July 1, 2023 Gary Rodeo, LLC (Pieper) Lot 1, Lewis Addition in E ½, SE ¼, Less Lot 3A of Lot 1 & Outlot 14 in 4-115-47, Town of Gary, Deuel County, SD
- 13. Gary Givers
- 14. Gary Bar Softball Tournament
- 15. Gary Volunteer Fire Department
 - a) 2023 funds release for 2001 Ford F550 truck payment.
 - b) approve 2023 Gary Volunteer Fire Department members
- 16. Special Temporary Liquor License:

American Legion Ballroom, (Loran Haas) E 24' of Lot 11 and all of Lots 12, 13, 14 in Block 1, Original Plat, City of Gary, South Dakota. February 19, 2023 & March 11,18,19, 2023. On sale only.

- 17. Lawn Mower trade in
- 18. Jason attend MSHA Annual Refresher & Safety Training. Feb 28 & March 1 in Brookings
- 19. Cardboard Trailer
- 20. Other discussion
- 21. Executive Session Pursuant to SDCL 1-25-2 (1) Personnel
- 22. Next regular meeting will be Monday, March 6, 2023 at 6:30 pm
- 23. Adjournment