



WORK SESSION  
REGULAR MEETING AGENDA

**Members of the public may monitor the meeting via Microsoft TEAMS. To monitor and access the meeting: click the link to join the meeting on the right side of the City's website landing page or dial 1-952-222-7253 and enter access code: 96996391#. Please note that long distance charges may apply.**

A work session of the Coleraine City Council will be held at Coleraine City Hall in Council Chambers at 3:30 p.m. on Monday, July 29<sup>th</sup>, 2024. (rescheduled from normal date of July 22<sup>nd</sup>)

Trika Smith, on behalf of the Centennial Committee, will address the Council regarding Christmas lights.  
Possible dates and times for a meeting with IRRR on PW grant for golf course maint. bldg. be figured out.

The Regular Meeting of the Coleraine City Council will begin **at 4:00 p.m.** At said time the Council will consider the following:

**Call to order/Pledge of Allegiance**

**Roll Call**

**Consent Agenda:** Minutes of 7.8.24  
Correspondence  
PU Claims sent of \$23,594.69 and Claims  
Resolution No. 2024-07.22—Picnic in Park Donation

**Approve meeting agenda** with any changes or additions.

**Public Comments:**

**Department Heads:** Library  
Clerk's Report

**Committee/Commission/other:** Public Utilities Commission & CBT  
Trout Lake Fire Department  
Eagle Ridge Golf Course  
Planning & Zoning Commission  
Greenway Joint Recreation Board  
Cotton Beach & Mt. Itasca Ski Hill  
Infrastructure Committee  
CEDA

**New Business:** Resolution No. 2024-07.22-TIF #4 – approving decertification 12.31.24  
Resolution No. 2024-07.29 – IRRR – Commercial Redevelopment  
Bill from Midwest Playscapes, Inc. -- \$95,909.03  
Pickle ball lines at tennis courts  
Sidewalk repairs  
Parade Candy – reimburse ½ of candy cost (\$351.03) to TLF

**Unfinished Business:** City attorney – civil and criminal  
CD 977 – and temporary PU savings account  
Proclamation – 'Ken Smith Day'

**Council Concerns:**

Dated this 26<sup>th</sup> day of July, 2024

  
Briana Anderson, Clerk-Treasurer