

**CITY OF CASCADE, IOWA
COUNCIL MEETING AGENDA & PUBLIC NOTICE
MONDAY, AUGUST 9, 2021, 6:00 P.M
CITY HALL, 320 1ST AVE WEST**

NOTICE: Notice is hereby given that the Cascade City Council will hold a regularly scheduled meeting at **6:00** PM on **Monday, August 9, 2021**, at the Cascade City Hall. Any visually- or hearing-impaired person or persons with special accessibility needs should contact the City Clerk at 563-852-3114.

Meetings are live streamed at www.cityofcascade.org under city of Cascade tab and available on Local Access Channel 18

1. **Call to Order**
2. **Pledge of Allegiance**
3. **Roll Call**
4. **Approve Agenda**
5. **Speakers from the Floor** (limit 2 minutes per person).
6. **Consent Agenda** – Review and approve the following consent agenda items:
 1. Approve and file City Council Minutes 07/26/21
 2. Approve and file Street & Alley Committee Minutes 07/28/21
 3. Approve and file Dog Park Committee Minutes 07/29/21
 4. Approve and file Park Board Minutes 08/02/21
 5. Approve Liquor License for Casey's
 6. Approve August Claims for Payment
 7. Approve and File July Financial Reports and Fund Balances
7. **Review Pricing for Vacated Streets/Alleys**
8. **Discuss Adding a Storm Intake on 1st Ave W Near Garfield Street SW Intersection**
9. **Review Proposed Stormwater Ordinance**
10. **Resolution #42-21- Agreement Between DMASWA and City of Cascade for a Residential Compost Distribution Bunker**
11. **Review TIF Refinancing Loan for Jesse Loewen**
12. **Review Quotes for Intersection Lights**
13. **Public Hearing: Centro Business Incentive**
14. **Resolution #41-21 – Resolution Approving Development Agreement with Centro, Inc., Authorizing Annual Appropriation Tax Increment Payments and Pledging Certain Tax Increment Revenues to the Payment of the Agreement**
15. **Ordinance #05-21 (2nd Reading) – An Ordinance Amending Chapter 165, Schedules of District Regulations of the Code of Zoning Ordinances for the City of Cascade, Iowa**
16. **Reports – Police Chief and City Administrator**
17. **Adjournment**