## CITY OF STANWOOD

Stanwood City Council met in regular session on 02/10/2025, at 7:00 pm in Council Chambers. Council present: Deppe, Tharp Rottman, Siebels and Knapp. Also present: Clerk Lasack, Sue Hall, Deputy Koch, PW Tim Schultz, Kyle Dennis, Dakota Adams

Mayor Sawyer called the meeting to order at 7:00 pm

<u>Consent Agenda</u>: Motion by Siebels, seconded by Tharp to approve agenda as posted, prior minutes, claims, finance report. All ayes.

Visitors- Nick Ganoe wanted permission to seal off hole/drain on edge of property. All okay to seal up.

## Reports Mayor: N/A

Clerk/Zoning: Clerk Lasack reported W2's and 1099 were submitted. Continuing to work on the budget.

PWD: had a few small snows, serviced the tractor and dump truck and serviced leaking meter.

**Sheriff**: no issues to report

**Park**: Rentals for Dec were 3 and had blood drive, so far, 3 for Jan.

Fire: Chief Adams reported no calls, had an 8hr hazmat training last week, Trustee meeting on Feb 11th at 6pm, Had work done

to the brush truck, Ice training on Feb 16th.

Library: N/A

**EMS**: report reviewed

**Council:** Reminder of Spaghetti supper March 1<sup>st</sup> for Fun Fest, dessert donations needed. Needing community members wanting to be a part of a Stanwood Community Engagement Group to help with community ideas. Fun Fest logo was decided. Looking for monetary sponsors for new Fun Fest activity.

## **New Business**

Mayor appointed Nick Ganoe to Board of Adjustments. Discussion was on LL Pelling for spring seal coat. Tim was told to use his discretion on which streets to do with in current budget. Property tax levy Public Hearing set for March 31st, 2025 at 6pm. Budget Public Hearing set for April 14th, 2025 at 7pm.

## **Old Business**

Send letters out to nuisance properties

Schedule next meeting: Next regular meeting was scheduled for Monday March 10th, 2025 at 7:00PM

**Adjournment:** Motion by Rottman, to adjourn at 8:00 pm., seconded by Deppe, all ayes

	ATTEST: _	
Todd Sawyer, Mayor		Jessica Lasack, City Clerk