

AGENDA REGULAR MEETING OF THE CITY COUNCIL OF THE CITY OF WHITE BEAR LAKE, MINNESOTA TUESDAY, NOVEMBER 14, 2023 7 P.M. IN THE COUNCIL CHAMBERS

1. CALL TO ORDER AND ROLL CALL PLEDGE OF ALLEGIANCE

2. APPROVAL OF MINUTES

A. Minutes of the Regular City Council Meeting on October 24, 2023

- **3. ADOPT THE AGENDA** (*No item of business shall be considered unless it appears on the agenda for the meeting. The Mayor or Councilmembers may add items to the agenda prior to adoption of the agenda.*)
- **4. CONSENT AGENDA** (Those items listed under Consent Agenda are considered routine by the City Council and will be acted upon by one motion under this agenda item. There will be no separate discussion of these items, unless the Mayor or a Councilmember so requests, in which event, the item will be removed from the consent agenda and considered under New Business.)
 - A. Accept minutes: September Park Advisory Commission, September White Bear Lake Conservation District, October Planning Commission
 - B. Resolution approving on-sale intoxicating liquor license for Golf Nerd LLC
 - C. Resolution approving edible cannabinoid products licenses for multiple eligible businesses
 - D. Resolution approving Memorandum of Understanding and accepting a grant for the Rotary Nature Preserve Phase 2 Restoration Project
 - E. Resolutions regarding construction for the Public Safety Facility Project Contractor Default and Reassignment of Contract
 - F. Resolution granting a conditional use permit for 4350 Centerville Road
 - G. Resolutions approving Memorandums of Understanding for 2024 health insurance benefit contributions for bargaining employee groups

5. VISITORS AND PRESENTATIONS

- A. Housing Community Survey Report
- B. Downtown Mobility and Parking Study Update
- C. Bi-annual Public Works / Engineering Department Report

6. PUBLIC HEARINGS

None

7. UNFINISHED BUSINESS

None

8. NEW BUSINESS

A. Canvass Results of Municipal General Election 2023

9. DISCUSSION

None

10. COMMUNICATIONS FROM THE CITY MANAGER

11. CLOSED SESSION

12. ADJOURNMENT