

**ELECTRONIC COUNCIL MEETING MINUTES**  
**January 8, 2016**

The regularly scheduled meeting of Monday, January 4, 2016 was cancelled. To enable the City to pay vendors in a timely fashion, the Council needed to approve the submitted bills. The statement of invoices was provided to the Council on January 5, 2016, followed by an email copy of the same packet on January 6, 2016, at 8:09 p.m., followed by an email of the complete packet on January 8, 2016, at 10:00 a.m., to begin the meeting.

Council members who participated were Betty Carter, Norm Crume, Thomas Jost, and Ronald Verini.

Staff present was City Recorder/Interim City Manager Tori Barnett and Accounts Payable Clerk Kellie Schmidt.

Notice of the meeting was provided to the Argus Observer on January 6, 2016.

Motions, seconds, and vote based upon time contact was made with the City Recorder.

**AGENDA**

Betty Carter moved, seconded by Norm Crume, to approve the Agenda as presented. Vote: Carter-yes; Crume-yes; Fugate-absent; Jost-yes; Tuttle-absent; Winebarger-absent; Verini-yes. Motion carried 4/0/3.

**ADOPTION OF THE BILLS**

Council Jost and Councilor Crume verbally submitted the same question with regard to the bills.

**Q:** *Page 1, first Vendor: What is Accela, Inc., the "Migration Contract", at \$6,269?*

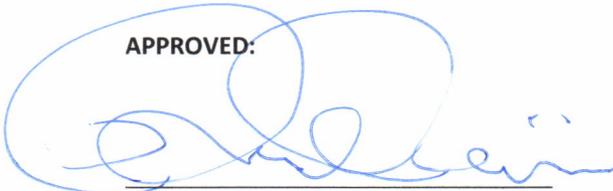
**A:** *That is for the contract with Springbrook Software. The four departments represented in the split payment are Finance, Water, Sewer, and Storm Sewer. This item was budgeted under Data Processing in the 2015-16 adopted budget.*

Councilor Carter moved, seconded by Norm Crume, to approve the bills. Vote: Carter-yes; Crume-yes; Fugate-absent; Jost-yes; Tuttle-absent; Winebarger-absent; Verini-yes. Motion carried 4/0/3.

**ADJOURN**

Councilor Carter moved, seconded by Norm Crume, to adjourn the meeting. Vote: Carter-yes; Crume-yes; Fugate-absent; Jost-yes; Tuttle-absent; Winebarger-absent; Verini-yes. Motion carried 4/0/3.

**APPROVED:**



Ronald Verini, Mayor

**ATTEST:**



Tori Barnett, MMC, City Recorder