

Decorah City Council
Street Committee
City Hall Council Chambers

Monday, February 8, 2021
5:15pm

Both meetings will use the same Zoom meeting coordinates.

Electronic meeting pursuant to Iowa Code section 21.8 – In circumstances where such a meeting is impossible or impractical due to concerns about COVID-19 and social distancing for the safety of Council members and the public.

In support of Iowa Governor Kim Reynolds' proclamation declaring a State of Public Health Disaster Emergency, the Decorah City Hall will be open. However, seating will be limited to ensure proper social distancing and masks are required. Seating will be available on a first-come, first served basis for the February 8, 2021 City Council committee meetings. However, the meeting will be made available telephonically. The public will be able to hear and participate in the Council meeting by calling:

Special Instructions for participation:

The meeting can be joined virtually by computer or smartphone at

<https://us02web.zoom.us/j/82659742804?pwd=U1p2YWVs2MFJvN2Q2LzdBenppK0lLQT09>

If you would like to call in for an audio only please use either of the following numbers: (929)205-6099 or (312)626-6799

When prompted the meeting ID is **826 5974 2804**

Please note – a special meeting passcode is required to join the meeting; **762290**

For special accommodations or accessibility, please call City Hall, 563.382.3651 prior to 5:00pm on Monday, February 8, 2021.

Please follow this link to the City Council packet and supporting documentation:

<https://www.dropbox.com/sh/pn0sow6x3cfxfd/AABBsj67QGErR8fTTO109Cba?dl=0>

Agenda

Chair Hadley, Neal, Johnson, Schissel

1. Discussion regarding the 2021 East Main Street Improvement Project

Decorah City Council
Personnel Committee
City Hall Council Chambers

Monday, February 8, 2021

Immediately following the Street Committee Meeting

Both meetings will use the same Zoom meeting coordinates.

Agenda

Chair Johnson, and the full council

1. Discussion regarding city manager transition plan