Village of Algonquin Village Board Meeting June 6, 2023 7:30 p.m. Ganek Municipal Center 2200 Harnish Drive, Algonquin

1. CALL TO ORDER

- 2. ROLL CALL ESTABLISH A QUORUM
- 3. PLEDGE TO FLAG
- 4. ADOPT AGENDA

5. AUDIENCE PARTICIPATION

(Persons wishing to address the Board, must register with the Village Clerk prior to call to order.)

6. THE VILLAGE OF ALGONQUIN PROCLAIMS JUNE 19-25, 2023 POLLINATOR WEEK

7. CONSENT AGENDA/APPROVAL:

All items listed under Consent Agenda are considered to be routine by the Village Board and may be approved and/or accepted by one motion with a voice vote.

A. APPROVE MEETING MINUTES

- (1) Liquor Commission Special Meeting Held May 16, 2023
- (2) Village Board Meeting Held May 16, 2023
- (3) Committee of the Whole Meeting Held May 16, 2023

8. OMNIBUS AGENDA/APPROVAL:

The following Ordinances, Resolutions, or Agreements are considered to be routine in nature and may be approved by one motion with a roll call vote. (Following approval, the Village Clerk will number all Ordinances and Resolutions in order.)

A. ADOPT RESOLUTIONS:

- (1) Adopt a Resolution Accepting and Approving an Agreement with Peerless Fence for the Removal and Replacement of Fencing at the Countryside Standpipe in the Amount of \$39,615.00
- (2) Adopt a Resolution Accepting and Approving an Agreement with Tri-R Systems Inc. for the Well 7 and 11 Motor Control Center Replacement in the Amount of \$44,000.00

9. DISCUSSION OF ITEMS REMOVED FROM THE CONSENT AND/OR OMNIBUS AGENDA

10. APPROVAL OF BILLS FOR PAYMENT AND PAYROLL EXPENSES AS RECOMMENDED BY THE VILLAGE MANAGER

A. List of Bills Dated June 6, 2023 totaling \$2,826,191.45

- 11. COMMITTEE OF THE WHOLE:
 - A. COMMUNITY DEVELOPMENT
 - **B. GENERAL ADMINISTRATION**
 - C. PUBLIC WORKS & SAFETY
- 12. VILLAGE CLERK'S REPORT
- 13. STAFF COMMUNICATIONS/REPORTS, AS REQUIRED

14. CORRESPONDENCE

15. OLD BUSINESS:

A. Pass an Ordinance Amending Chapter 43.39, Video Gaming Terminals

- 16. EXECUTIVE SESSION: If required
- 17. NEW BUSINESS
- 18. ADJOURNMENT