

**AGENDA
CITY OF SALEM
REGULAR CITY COUNCIL MEETING
OCTOBER 2, 2017
6:00 PM**

- I. Call to Order**
- II. Prayer and Pledge of Allegiance**
- III. Presentation of Petitions/Public Comments**
- IV. Mayor's Report and Presentations**

- V. City Council Action**
 - 1. Consent Agenda
 - a. Approval of Minutes – September 14, 2017 Special Meeting and September 18, 2017 Regular Meeting
 - 2. Presentation of Request from Salem Area Foundation
 - 3. First Reading – Property Tax Levy for 2018 Collections
 - 4. Police Pension Discussion
 - 5. Approval of Farm Lease for 2028 West Main Street

- VI. City Manager Report**
- VII. City Attorney Report**
- VIII. Finance Director Report**

- IX. City Council Report**
- X. Adjournment**

Bill Gruen
City Manager

**CITY OF SALEM
REGULAR CITY COUNCIL MEETING
SEPTEMBER 18, 2017
6:00 PM**

MANAGER'S COMMENTS

V. City Council Action

2. **Presentation and Approval of Request from Salem Area Foundation:** The Salem Area Foundation has requested to present a request that I understand would entail a grant from the City's Video Gaming Fund that would support home repairs in Salem which would be implemented by volunteers.
3. **First Reading – Property Tax Levy for 2018 Collections:** Keli Barrow will present a proposed levy for 2018 tax collections. The plan would be to a second reading on October 16 and then seek approval at our first meeting in November on the 6th.
4. **Police Pension Discussion:** Staff has prepared a method to make the State Minimum Contribution for the Police Pension Fund as noted below. I welcome City Council questions and input on the payment which could be fully approved at a later date.

Contribution already budgeted	\$150,000
Available Video Gaming	\$162,000
General Fund Transfer	\$217,087
TOTAL SMC	\$529,087

5. **Approval of Farm Lease for 2028 West Main Street:** The City took ownership of the 22 acres at Selmaville Rd and Main Street this year. The Salem Business & Industrial Commission negotiated a farm lease with a farmer, which the City could take action on.