



CITY COMMISSION WORK SESSION AGENDA

Thursday, August 30, 2018 at 4:00 pm
Community Council Room – City Hall

Presentations by outside organizations:

1. Possible discussion on several agreements concerning the sale of a portion of the Electric Transmission system to GridLiance High Plains, LLC.

Presentations by staff:

1. Consideration of a Resolution awarding a contract to Vance Brothers for micro sealing of various asphalt roads.
2. Consideration of an Outdoor Community Event proposal from Old Skool Productions for a beer garden tied to their October 13th Demolition Derby/Figure 8 race at the fairgrounds.
3. Discussion over vacancies in the various community Boards.
4. Review the upcoming City Commission agenda.

Future projects:

1. Discussion about creating a permit for mobile food vendors.
2. Discussion about camping rates/facility rental rates, camp hosts, etc.
3. Long Range Financial Planning Policy.
4. Phase II of the public safety facility plan.

Calendar of upcoming community events:

1. April 1 - October 30 Neighborhood Clean Up program. Each Saturday (excluding weekend holidays) from 8am until the container is full (or 11 am whichever is first).
2. Beginning April 1st the City compost site opens every Tue/Thur 12-6, Saturday 9-3.
3. Beginning June 2nd the Walnut Valley Farmers Market returns to Island Park! 7:30-11:30 am.
4. 5th Annual Cowley County Kids Day September 1, 9:00 am at Island Park.
5. First Friday Art Walk September 7, 5:30 in the central business district.
6. I Love Winfield Party in the Park September 9, 5:00 at Island Park.
7. Pickin' Parlor September 10, at the Winfield Public Library.
8. Winfield Main Street Downtown Walnut Valley Festival Hamburger Feed & Music Crawl September 11, 5:30 in the central business district.
9. 47th Annual Walnut Valley Festival September 12-16, at the Winfield Fairgrounds.
10. Next Study Session is September 13, 2018 at 4:00 pm.

For more information on these events and more events not listed, please visit our community calendar at www.winfieldks.org