HAMPTON CITY COUNCIL REGULAR SESSION THURSDAY, SEPTEMBER 11, 2025, AT 6:00 P.M. AT THE CITY COUNCIL CHAMBERS, 122 1ST AVE NW, HAMPTON, IOWA

This meeting will be held in person and the public is invited to attend in person. This meeting will also be held via ZOOM & YouTube for those wishing to attend electronically. Anyone wishing to listen via telephone can dial 1-312-626-6799* when prompted enter MEETING ID: 845 5317 6992 PASSCODE: 587105

AGENDA:

- 1) Call to Order & Pledge of Allegiance to the flag of the United States of America.
- 2) Approve Agenda:
- Mayors Leadership Statement: The City of Hampton endeavors, at all times, to promote and model the principles of professionalism, trustworthiness, respect, responsibility, fairness, caring and citizenship. In conducting this evening's meeting, we expect that all participants will act in a respectful manner consistent with these principles.
- 4) Council Workshop Report and Mayoral Proclamation:
 - Minutes from September 8, 2025 council workshop.
 - Mayoral Proclamation: Responsible Dog Ownership
- 5) Public Comment: None registered in advance.
- 6) Public Hearings: None.
- 7) Old Business: None.
- 8) New Business:
 - Consider parade route for *Light Up the Night* event on November 29, 2025.
- 9) Approval of the claims as recommended by Staff: \$143,701.16
- 10) Consideration of Approval and Adoption of Resolutions/Ordinances:
- 11) Consent Agenda:
 - Approve previous minutes as drafted from Thursday, August 28, 2025 Regular Session.
 - Schedule the next Regular Session for Thursday, September 25, 2025, at 6:00 p.m. at the Hampton City Council Chambers.
- 12) Staff Reports: Police Chief, Public Works Director, City Manager.
- 13) Council Reports:

- 14) Mayor's Report:
- 15) Adjourn:

Ronald Dant, City Manager

(In conformance with Iowa open meetings laws, no action or discussion can occur on items presented during Public Comment. The Public should not make any assumptions or assertions based on lack of response to Public Comment from council or staff.)