



BURLINGTON CITY COUNCIL AGENDA
CITY HALL
7:00 p.m. January 26, 2006

CALL TO ORDER:

Mayor Tjeerdsma
Council Members: Aslett, Bensen, Doyle, Loving, Montgomery, Straathof, and Valentine.
Staff: Aarstad, Anderson, Bloodgood, Bowers, Cavanaugh, Dite, Fleek, Garrett,
LaRue, Patrick, Perkins, Rasmussen, Sheahan, Sherwood, Thomas, and Windsor

MINUTES:

Minutes of the January 12, 2006 Council meeting.

AUDIT OF BILLS:

PUBLIC COMMENTS:

OFFICERS REPORTS:

UNFINISHED BUSINESS:

- 1) Public Hearing to consider the merits of annexing one lot located at 12753 Markwood Road. Applicant is Kenneth Brown.
- 2) Ordinance to adopt final plat subject to bond for completion of work for Harvest Edge townhouse project. Applicant is Duane Youngren.

NEW BUSINESS:

- 1) Presentation and slide show on the World Championship Punkin' Chunkin' in Delaware.
- 2) Resolution adopting an amended deferred compensation plan for City employees.
- 3) Resolution to authorize the waiver of certain permit fees for City facility construction projects.
- 4) Contract with SPOT (care / detention of animals).

EXECUTIVE SESSION:

- An Executive Session may be held to discuss Personnel, Litigation, and/or Land Acquisition.

ADJOURNMENT:

MEETINGS:

- 1) AUDIT & FINANCE COMMITTEE: Thursday **January 26, 2006**, 4:00 p.m.
City Hall Conference Room
- 2) PARKS COMMITTEE: Monday, **February 6, 2006**, 6:00 p.m.
Community Center Conference Room
- 3) AUDIT & FINANCE COMMITTEE: Thursday **February 9, 2006**, 4:00 p.m.
City Hall Conference Room
- 4) PUBLIC SAFETY COMMITTEE: Monday, **February 13, 2006**, 4:00 p.m.
Public Safety Building
- 5) SKAGIT TRANSIT BOARD: Wednesday **February 15, 2006**, 1:00 p.m.
Port of Skagit Conference Room
- 6) MUNICIPALITIES COMMITTEE: Wednesday **February 15, 2006**, 2:45 p.m.
Port of Skagit Conference Room
- 7) PUBLIC WORKS COMMITTEE: Tuesday, **February 21, 2006**, 4:00 p.m.
City Hall Conference Room

Next City Council meeting: Thursday February 9, 2006

City offices will be closed: Monday February 20 (Presidents Day)