

SPECIAL MEETING OF THE CITY COUNCIL OF GIBSON CITY

Wednesday, July 22, 2020

Call to order at 7:00 pm by Mayor Dan Dickey.

Roll Call:

Ward #1	Susan Tongate, present; Greg Houtzel, absent
Ward #2	Randy Wyant, absent; Aaron Franks, absent
Ward #3	Scott Davis, present; Aaron Kafer, present
Ward #4	Dennis Pardick, absent; Denis Fisher, present
Jr Alderman	Abby Spiller, absent; Jr. Alderman Alex Kafer, absent

Others present: City Attorney Marc Miller, City Treasurer Scott Shull, Admin Assistant Peg Stalter, City Superintendent Randy Stauffer, Jan Hall (WGCY), Andrew Rosten (Ford County Chronicle)

Pledge of Allegiance was led by Alderman Susie Tongate.

NEW BUSINESS:

A.) Consideration of Proposed 2020-2021 Gibson City Budget.

Alderman Scott Davis led the discussion and review of the Proposed Budget for 2020-2021, which was compiled by Mayor Dickey, Finance Chairman Scott Davis, the department heads and administrative staff. He reported that the Appropriation will be 10% over the budget. Mr. Davis reported that due to the COVID-19 situation, the anticipated income will be reduced by 18% for this fiscal year and the anticipated expenses were reduced by approximately 17%. He went on to lead the discussion of the budget, answering questions when necessary. The major reduction in income and expenses were the Pool, with those figures being reduced since the pool is closed for the year. Jan Hall (WGCY) inquired as to the input from the various committees concerning their budgets and activities. Mayor Dickey reported that the department heads involved and not in their respective committee settings. The council reviewed in depth the proposed budget and made numerous adjustments. The salt shed was included that is to be built at the water plant, and improvements to Mayor Dickey's office and the water tower due to damage, as well as the roof of city hall are included.

Adjourn: Alderman Aaron Kafer moved to adjourn; second by Alderman Denis Pardick. Council was polled with 4 ayes/ no objections.

APPROVED

ATTEST