RESOLUTION 24-072

A RESOLUTION APPROVING REVISED POLICIES OF THE CITY OF BROOKINGS

WHEREAS, City Council policies are compiled in the Governance and Ends Policy, which includes a number of policies adopted by the City Council over the past 20 years; and

WHEREAS, it is important Council Policies are reviewed regularly so Council policies are consistent with the current Council's priorities and the City of Brookings of today; and

WHEREAS, over the past year, Council Members Holly Tilton Byrne and Wayne Avery participated in the process of reviewing and preparing proposed revisions of current City of Brookings policies. These Council members were assisted by the City Manager, City Clerk, and City Attorney; and

WHEREAS, the attached City Policies have been reviewed and proposed revisions have been prepared. Policies include the following:

<u>Type</u>	<u>Number</u>	Name
City Council	100	Council Vision, Mission, Values
City Council	298	Design Building Procurement
City Council	299	ADA Policies
City Council	301	Building Permit Fee Waiver
City Council	304	Procurement of Professional Services
City Council	305	Arterial & Collector Streets
City Council	306	Tax Increment Financing
City Council	308	Liquor License Agreement & Criteria
City Council	309	Sales Tax Incentive Grant
City Council	310	Sale of Real Property
City Council	311	Volunteer Board Appointment
City Council	312	Reporting by Economic Entities
City Council	313	Council Reconsideration Action
City Council	314	Council Professional Development
City Council	315	Larson Ice Center Use
City Council	316	Construction Manager at Risk
City Council	317	Access Channel
City Council	318	Change Orders
City Council	319	Bills & Claims
City Council	320	Investment Policy
City Council	321	Triple Bottom Line

NOW, THEREFORE, BE IT RESOLVED that the City Policies attached hereto and referenced in this Resolution are hereby approved.

Passed and Approved this 13 th day of August, 2024.			
	CITY OF BROOKINGS, SD		
ATTEST:	Oepke G. Niemeyer, Mayor		
Bonnie Foster, City Clerk			