

Public Notice

Tabor City Council Meeting

City Hall, 626 Main Street, Tabor, IA

Agenda ~ Wednesday September 9, 2026, at 6:00 p.m.

- **Call Meeting to Order.**
- **Consider Consent agenda.**

Current Agenda, August Minutes, Sheriff's Log, Clerk's Report: Timesheets, Bank Reconciliation, Journal Entries, Financial Reports, Bills List.

Public Forum: This is a time set aside for comments from the public on topics of City business other than those listed on the agenda. Please understand that the Council will not take any action on your comments at this meeting due to the requirements of the Open Meetings Law but may do so at a future meeting. The Mayor and the City Council welcome comments from the public; however, at no time is it appropriate to use profane, obscene, or slanderous language. **The Mayor may limit each speaker to 5 minutes.**

- **New Business:**

Discussion/Action: Motion to enter closed session pursuant to Iowa Code §§ 21.5(1)(a) and 80F.1 for the following purposes:

- To review and discuss records that are required or authorized by state or federal law to be kept confidential.
 1. Discussion and review of the investigation and response of Chief Aistrophe

Discussion/Action: Motion to come out of closed session.

Discussion/Action: Approve to proceed as discussed in the closed session.

Discussion/Action: Consider disciplinary action regarding Chief Aistrophe.

Discussion/Action: Resolution to Adopt Removal Notice.

Discussion/Action: Approve FY 25/26 Annual Financial Report.

Discussion/Action: R-8-26 a resolution to approve the transfer of expenses and revenues between funds.

Discussion/Action: R-9-26 a Resolution Approving Water Revenue Bond Compliance and Establishing Fiscal Year 2026– 2027 Sinking Fund Transfers.

Discussion/Action: Approve FY 25/26 Street Finance Report.

Discussion/Action: Splashpad Updates.

Discussion/Action: Renew Casey's General Store Alcohol License.

Discussion/Action: Approve Camera Splashpad.

Discussion/Action: Consider Quote for phone carrier renewal.

Discussion/Action: Cemetery Chapel.

- **Adjourn**