# **DEEPHAVEN CITY COUNCIL WORKSHOP**

# COUNCIL CHAMBERS, CITY HALL 20225 COTTAGEWOOD ROAD 5:00 P.M. Monday, November 3rd, 2025

# **AGENDA**

# **5:00** P.M. WORKSHOP

- 1. Staff Compensation
  - a. Personnel Committee Recommendation
    - i. 4% COLA
    - ii. 80% Comp Target
    - iii. Cities in Pool
    - iv. Individual Staff Positions
- 2. Multi-city Lobbying Collective
- 3. Fireworks Funding and Gameplan
- 4. Marina

### **DEEPHAVEN CITY COUNCIL MEETING**

# COUNCIL CHAMBERS, CITY HALL 20225 COTTAGEWOOD ROAD

7:00 p.m. Monday, Monday, November 3rd, 2025

## **AGENDA**

#### 1. CALL MEETING TO ORDER

### 2. PLEDGE OF ALLEGIANCE

### 3. APPROVE CONSENT AGENDA

- A. Approve October 20th, 2025, Regular City Workshop and Council Meeting Minutes
- B. Approve Payment of Claims
- C. Approve 2026 Non-Union Staff Compensation
- D. Approve Montgomerie Stormwater Grant Agreements
- E. Approve 2026 Payloader Replacement Purchase

### 4. MATTERS FROM THE FLOOR

Residents may address the Council on matters not on the agenda and are required to register with the City Administrator and/or the provided sign-up sheet <u>prior</u> to the start of the meeting. Those wishing to speak are limited to three (3) minutes and must state their name and address for the record.

#### 5. PLANNING & ZONING MATTERS

A.. Side Yard Setback Variance for an Addition at 18385 Northome Boulevard

### 6. Unfinished Business

A. Hockey Rink Concrete Repair or Replacement Project

#### 7. **NEW BUSINESS**

- A. Storm Sewer Lining and Culvert Repair Project, Minnetonka Boulevard
- B. Prosecutor Services RFP
- C. Lease Agreement, Met Council

### 8. COUNCIL REPORTS:

- A. Mayor Report: Public Safety / Public Works, Planning, Weeds, Personnel & Finance
- B. Scherschligt: Park, Personnel & Finance, Events
- C. Jewett: Fire Board
- D. Studer: Public Safety / Public Works
- E. Erdmann: Planning, LMCC Board

#### 9. DEPARTMENT REPORTS

- A. Police Department:
- B. Excelsior Fire District
- C. Public Works
- D. Administration
- E. Engineering Update

#### 10. ADJOURNMENT