The Max City Council met Monday, November 13, 2017, at 7pm. Mayor Joel Hauf and council members Nathan Schneider, Heather Bostow, Randy Swanson were present Jon Hauf was absent. Visitors in attendance: Nathan Amick of Ackerman Estvold; Richard Gullickson; and Jody Gullickson

Meeting called to order.

Schneider moved to approve and dispense with reading minutes from the previous meeting; Swanson second, all voting aye, MC.

Amick discussed with the council the water main break on 7<sup>th</sup> Ave. Nothing from the P&Z committee. Council discussed having a member from the Senior Center on the flooring estimates.

Council heard regarding maintenance: Bobcat trade in was discussed but was tabled. No word from Superior Stucco after messages had been left for him. No movement on the certifications. Wenger was hoping to test in December 2017. Discussion regarding a new city pickup however no movement. The council declined to motion regarding the floor buffer. Wenger to get a quote from Main Elec to remove the flashing light.

A motion was made by Swanson, 2nd by Schneider to approve the financial statements, approval of the bills, the water delinquency report and the court report. Motion carried unanimously.

Council Concerns: Discussion regarding parking complaints; Water bill was protested and discussion regarding that situation, council told Wenger to install a new water meter. Also discussed was the hydrant near D&L and the fill house. Wenger asked council for a backpack leaf blower for the snow on the sidewalks, council declined to motion. Jody Gullickson asked the council to give \$1000 to the ambulance via St Joseph Matching Grant for EMT classes. Swanson motioned to approve donation to the Max Ambulance for \$1000 through St. Joseph's Matching Grant from Gaming Funds, Bostow 2<sup>nd</sup>, all aye MC.

The next regular council meeting will be held on Monday December 4, 2017 at 7:00 pm. Bostow moved to adjourn meeting, Swanson second, meeting adjourned.

Joel Hauf, Mayor

Katherine Klemetsrud, Auditor