

CITY COUNCIL LEGISLATIVE & ECONOMIC DEVELOPMENT COMMITTEE MEETING

April 15th, 2025 at 5:00 PM Crete City Hall, 243 East 13th Street

MINUTES

Notice of the meeting was given by posting, the appointed method for giving notice as shown by the attached notice, at the following locations:

City Hall, 243 East 13th Street Post Office, 1242 Linden Avenue

City Bank and Trust, 1135 Main Avenue

Advance notice of the meeting was also given to committee members. Pursuant to Section 84-1412(8) of the Nebraska Open Meetings Act, the City has posted a current copy of the Open meetings Act, Laws of the State of Nebraska, in the back of the council chambers. All proceedings shown were taken while the meeting was open to the attendance of the public.

1. Open Meeting

2. Roll Call

Dale Strehle:AbsentTom Crisman:PresentAshley Newmyer:PresentPresent: 2, Absent:1.

3. Items of Business

3.A. Consider Ordinance 2243 Amending late fee for business registration

City Administrator Tom Ourada explained that there has not been much compliance with some businesses paying the business registration. This late penalty would be added if the fee is not paid.

Recommend to the City Council Ordinance 2243 Amending late fee for business registration Carried with a motion by Tom Crisman and a second by Ashley Newmyer. Tom Crisman: Aye, Ashley Newmyer: Aye

Aye: 2, No: 0

3.B. LB840 Program Report

City Administrator Tom Ourada went through and explained the LB840 Program Report. Ourada stated that the City of Crete match for the Nebraska Affordable Housing Trust Fund grant would only come out of LB840 if the grant is awarded. Ourada went through and explained the rest of the report.

Ourada also explained that there have been weekly highlights on the LB840 program projects to show the impact the program has had on the community. Mayor Dave Bauer explained that he is happy to help get the word out and if anyone knows of a group that would like a program on LB840 to let him know and he can present.

4. Officers' Reports

5. Adjournment