



SPECIAL COUNCIL MEETING AGENDA

Thursday June 9th, 2022 @ 4:30pm

Community Center – **Lower Level**

203 N. 3rd, Marion Kansas 66861

SPECIAL CITY COUNCIL MEETING

1. Call the Special City Council meeting to order – Mayor Mayfield.
2. Approval of Agenda
3. 60-minute Executive Session to discuss personnel matters of nonelected personnel pursuant to K.S.A. 75-4319(b)(1) for review of applicants to the position of City Administrator. Session to include Governing Body and Mr. Osenbaugh only – Mayor Mayfield.
4. Review of next steps in the recruitment process – Don Osenbaugh.
5. Motion to Adjourn the Special Meeting of the Marion City Council.

Next Regular City Council Meeting for Monday June 13th, 2022 @ 4:30

Council Meeting Procedures

- Please silence your personal electronic devices (cell phones, tablets, watches, etc.). Emergency responders are to have their radios on vibrate.
- Please stand for the invocation and Pledge of Allegiance when requested by the Mayor or Vice Mayor at the beginning of the meeting.
- The council is interested in questions, concerns and comments from the public and has established a Public Forum agenda item at the beginning and end of the meeting. This is a time for individuals or groups to address the council. Generally, there is a three (3) minute presentation time allowed. Questions by councilors, mayor or city staff are not included in the three (3) minute presentation.
- (1) Presentation is limited to three (3) minutes. City Council will not act or discuss the topic at this time. Topics are limited to City Council business. Public comment is not permitted on personnel matters or legal matters. Items introduced may become agenda items at a future date.
- Please refrain from individual conversations during the council meeting & please be courteous and respectful at all times to your elected officials, appointed officials, city staff, and fellow residents. While we all may not agree, civil discourse will lead to better understanding and brighter future for our community.