

CITY OF WILBURTON
REGULAR MEETING
August 10, 2023, 5:30 P.M.
City Hall, Wilburton, OK

MANNER OF NOTIFICATION

Public Notice posted on the front entrance door of Wilburton City Hall,
2:00pm, August 7th, 2023; 300 West Main Street, Wilburton, OK 74578

ROLL CALL:

ALLEN LITTLEJOHN..... WARD 1
TERRY HAYNES WARD 2
SARA JANE COCKE..... WARD 3
JAYME GOAD WARD 4
JULIA KENDALL..... WARD 5

CITIZENS COMMENTS: *(Sign in prior to the meeting to speak up to 3 minutes about a specific agenda item.)*

TRAINING: Introduction to the Oklahoma Municipal Assurance Group (OMAG) Training Program

1. Discuss and Take Action to Approve Consent Agenda:
 - A. Minutes of City Council Meeting July 13, 2023
 - B. July 2023 Claims for Payment.
 - C. Payment of Payrolls August 11 through September 14, 2023.
2. Discuss and Take Action to Approve Bid of \$142,000 from KCC Metal Buildings for Construction of Shop Building and Approve Budget Amendment #02 Using ARPA Funds.
3. Discuss and Take Action to Approve \$5000 for 44 Rodeo Company Stock Contractor for WPD Back The Blue Bull Bash Fund Raiser for Payment September 9.
4. Discuss and Take Action Approve Budget Amendment #3 to Pay Global Energy Solutions \$12,388.51 for Rewinding Pump for Sewer Lagoon and \$9988.57 for Rewinding Pump for WasteWater Treatment Plant Approved February 9, 2023 from ARPA Funds.
5. Discuss and Take Action to Approve GoGov Agreement for Citizen Notification and Code Enforcement.
6. Discuss and Take Action to Approve Ordinance 23-1112 Raising Mayor's Encumbering Limit to \$15,000.
7. Discuss and Take Action to Approve Resolution 23-1265, Support of Wilburton Main Street Program.
8. Discuss and Take Action to Approve Resolution 23-1266, Approve Rural Economic Action Plan (REAP) Application for Wilburton Fire Department (WFD) for Funds for Equipment Generator.
9. Discuss and Take Action to Approve Resolution 23-1267, Approve Rural Economic Action Plan (REAP) Application for City Wide Communications System.
- 10.
11. New Business

COUNCIL COMMENTS:

12. Adjourn