



City of Carthage, Missouri

Ad Hoc Committee CW&EP/Council

August 14, 2023 - 8:30 AM
CITY HALL COUNCIL CHAMBERS

MINUTES

1. Call to Order

Mayor Dan Rife called the meeting to order at 8:35 am.

The following committee members were present: David Armstrong, Terri Heckmaster, Mark Elliff, Brian Schmidt, Ron Ross, and Pat Goff.

Others present: City Attorney Nate Dally, City Clerk Miranda Deal, CW&EP General Manager Chuck Bryant, CW&EP CFO Kelli Nugent, CW&EP General Counsel Cassandra Ludwig

2. Citizen's Participation

3. New Business

1. Consideration of revisions to Carthage City Ordinances, §2-316 through §2-400

CW&EP had presented their proposed changes to the Ordinances relating to the Carthage Water and Electric Plant Board. The committee had many discussions regarding how they got to this point, what the goals of the committee were and what everyone would like to have settled by the end of everything, all while making sure to maintain the quality of services that the utility currently provides.

The committee decided to work through each Ordinance one at a time and get feedback from each side regarding the proposed changes and try to come to an agreement on a potential change.

As each Ordinance was looked at, notes were taken as to what the committee had come to an agreement to or would like to see after speaking about it. There were no votes taken regarding changes at this time. The committee is to come back together once the proposed changes have been drafted to do a review before any votes are taken to forward the changes on to City Council for approval.

2. Discuss Salary Study

The Salary Study was discussed and CW&EP has sent out RFP's to find a firm to do the study. The City needs to be involved with approving the criteria and firm. It

was also mentioned by Mr. Armstrong that maybe another meeting with more time would need to happen in order to discuss the study in further detail once the RFP's had all come in.

4. Adjournment

Mr. Ross made a motion to adjourn at 11:35 am. Motion carried unanimously