

Our intention is to have in-person meetings going forward. For the time being, we will hold the City Committee Meetings, Plan Commission, Council and most others at the Community Room at 933 Michigan Avenue. This in-person location will meet the legal requirement for our open meetings.

We will have a virtual option available, but the technology for the hybrid style meeting may not be reliable all of the time.

CITY OF STEVENS POINT PUBLIC POLICY AND GENERAL GOVERNMENT

November 13, 2023 - 6:00 PM

**Community Room
933 Michigan Avenue, Stevens Point, WI**

OR

Zoom Teleconferencing

Meeting ID: 889 9714 4821 | Passcode: 043295

By Computer: [Zoom Link](#)

By Phone: +1-312-626-6799 (US Chicago)

(A quorum of the City Council may attend this meeting)

AGENDA

Discussion and Possible Action on:

1. Roll Call.
2. License List:
 - A. Change of Agent: Schierl Sales Corporation, 2201 Madison Street, Stevens Point, WI; Kimberly Perron, 1540 Torun Road, Stevens Point, agent at The Store #55, 1201 Badger Avenue, Stevens Point, replacing Nya Howland.
 - B. "Class A" Beer & Liquor License: Fateh Oil LLC at 2733 Stanley Street, Stevens Point for license period beginning November 21, 2023.
 - C. "Class B" Beer & Liquor License: Brokogi at 108 Division Street, Stevens Point for license period beginning November 21, 2023.
3. Request to Hold Event/Street Closing:
 - A. Holiday Christmas Parade on December 1, 2023.
 - B. Stevens Point Anniversary Affair on December 5, 2023.
4. Adjournment.

Any person who has special needs while attending this meeting or needing agenda materials for this meeting should contact the City Clerk as soon as possible to ensure a reasonable accommodation can be made. The City Clerk can be reached by telephone at (715) 346-1569, TDD # 346-1556 or by mail at 1515 Strongs Ave., Stevens Point, WI 54481.

Copies of ordinances, resolutions, reports and minutes of the committee meetings are on file at the office of the City Clerk for inspection during normal business hours from 7:30 a.m. to 4:00 p.m.