



City of Blaine Anoka County, Minnesota

Blaine City Hall
10801 Town Sq Dr NE
Blaine MN 55449

Legislation Text

File #: WS 21-004, Version: 1

WORKSHOP ITEM - *Michelle Wolfe, City Manager*

DISCUSS LIAISON APPOINTMENTS TO VARIOUS BOARDS AND COMMISSIONS

Council is asked to discuss the liaison appointments prior to formal consideration on the regular meeting later this evening. Below are designations from 2020:

City Boards/Commissions

Mayor Pro Tem	Councilmember Jeppson
Blaine EDA President	Mayor Ryan
Blaine EDA Vice President	Councilmember Jeppson

Senior Citizen Advisory Council	Mayor Ryan
	Councilmember Swanson
	Councilmember Robertson

Other Agencies

Anoka County-Blaine Airport Advisory Commission	Mayor Ryan
	Councilmember Garvais
	City Manager Wolfe
Anoka County Joint Law Enforcement Board/ Executive Committee	Mayor Ryan
	Chief Podany
Anoka County Joint Law Enforcement Governance Committee	Mayor Ryan
Fogerty Arena Board of Directors	Councilmember Robertson
North Metro Telecommunications Director	Councilmember Swanson
	Councilmember Garvais - <i>alternate</i>
Twin Cities Gateway	Councilmember Jeppson
	Forogh Amini, Best Western Plus
	City Manager Wolfe - <i>alternate</i>
Anoka County Fire Protection Council	Mayor Ryan
	Councilmember Garvais
North Trunk Hwy 65 Corridor Coalition	Mayor Ryan
	Councilmember Robertson
National Sports Center Foundation	Mayor Ryan
	Councilmember Garvais- <i>alternate</i>

In 2020 the Council removed liaisons for the Coon Creek and Rice Creek Watershed Districts and Anoka/Hennepin Community Education Advisory Council as they felt formal liaisons were not necessary as these organizations regularly contacted Council and staff when necessary. Changes to the Twin Cities Gateway appointments have been included to reflect the additional seat and alternate designation of the City Manager; appointments to Special Board of Review will be added once the Board is able to meet again in 2022.

Council is asked to discuss the appointments for formal consideration later this evening.