



Regular City Council Meeting
7:00 p.m., Monday, Nov. 17, 2025
City Council Chambers
23600 Liberty Street
Farmington, MI 48335

REGULAR MEETING AGENDA

- 1. ROLL CALL**
- 2. PLEDGE OF ALLEGIANCE**
- 3. PUBLIC COMMENT**
- 4. APPROVAL OF ITEMS ON CONSENT AGENDA**
 - A. City of Farmington Minutes**
 - B. Farmington Monthly Payments Report**
 - C. Quarterly Investment Report**
 - D. Farmington Public Safety Monthly Report**
 - E. Board and Commission Reappointments – EPA, Planning, Pathways**
 - F. Adopt resolution approving 2025 City Council Meeting Dates**
 - G. Approval of Match on Main Grant for Ceramic Studio, LLC (Fired & Fused)**
- 5. APPROVAL OF REGULAR AGENDA**
- 6. PRESENTATION/PUBLIC HEARINGS**
 - A. Plante Moran – City of Farmington Audit**
 - B. Public Hearing Program Year 2026 Community Development Block Grant Application**
- 7. NEW BUSINESS**
 - A. Accept and file the June 30, 2025 Financial Report and End-of-Audit Letter**
 - B. Consideration to Approve a Resolution to Adopt Program Year 2026 Community Development Block Grant Application**
 - C. Consideration to Amend Fiscal Year 2025-26 Budget – Amendment 2, Rollforward**
 - D. Consideration to Amend Fiscal Year 2025-26 Budget – Amendment 3, Assessing Contract**
 - E. Consideration to Amend Fiscal Year 2025-26 Budget – Amendment 4, Caddell Drain**
 - F. Consideration to Amend Fiscal Year 2025-26 Budget – Amendment 5, Conversion to Defined Benefit Plan**
 - G. MamaEatz-Sips Liquor License Application for 35203 & 35223 Grand River**
 - H. Payment Application No. 1 Shiawassee Road Resurfacing**
- 8. PUBLIC COMMENT**
- 9. CITY COUNCIL COMMENTS**
- 10. CLOSED SESSION – labor negotiations**

11. ADJOURNMENT

The City will follow its normal procedures for accommodation of persons with disabilities. Those individuals needing accommodations for effective participation in this meeting should contact the City Clerk (248) 474-5500, ext. 2218 at least two working days in advance of the meeting. An attempt will be made to make reasonable accommodations.