## Bennington City Council 2026 Budget Hearing Regular Meeting 8/11/2025

The Budget hearing was brought to order at 7:00 p.m. with a motion by Brian Davidson, second by Dennis Kelley. Motion Carried.

There were no comments from the public.

Motion by Dustin Murk, second by Brian Davidson to approve the 2026 budget. Motion Carried.

Motion by Brian Davidson, second by Dustin Murk to adjourn the budget hearing at 7:03 p.m. Motion Carried.

The regular meeting was brought to order at 7:04 p.m. with a motion by Laura Bowers, second by Dennis Kelley. Motion Carried.

Additions to the agenda were: Ball field, water report, and South Lincoln Street.

Motion by Brian Davidson, second by Dennis Kelley to approve the printed list of bills and the minutes as written. Motion Carried.

Present at the meeting were Mayor Ward Stockamp, Laura Bowers, Brian Davidson, Dustin Murk and Dennis Kelley. Jeff Scheele was absent. Adrianne Luthi and Mark Walker were also present. Visitors were Chris Rose, Danielle Pringle (left at 7:55), Chris Thorn (left at 7:55), and Harry Wilk (left at 7:55).

South Lincoln Street was discussed. Adrianne Luthi will contact Truett McQueen at the county and find out if we have legal access to get to well 5 and discuss our options with him. Will report to Ward who can discuss it at the next meeting. Brian Davidson will also speak with MKC. Motion by Dustin Murk, second by Laura Bowers to vacate South Lincoln RR Crossing after written permission for access from MKC and also permission to rock the route to Well 5. Motion Carried. Will be added to the next agenda.

Motion by Laura Bowers, second by Dustin Murk to go in to executive session for non-elected personnel from 8:50 to 9:00 p.m. Motion Carried. Motion by Laura Bowers, second by Brian Davidson to continue meeting until 9:05 p.m. Motion Carried. Motion by Laura Bowers, second by Dennis Kelley to come out of executive session at 9:05 p.m. No Action Taken.

Motion by Dustin Murk, second by Brian Davidson to adjourn the meeting at 9:07 p.m. MC.