

CITY COUNCIL MEMORANDUM

TO: City Council

FROM: Matthew R. Schmitz, MPA - City Manager

DATE OF MEETING: October 27, 2025

ITEM TITLE: Floodplain Remnant Lot Leases

BACKGROUND:

During the October 9th City Council Work Session, Council discussed whether to continue the Floodplain Remnant Lot Leases program. It was requested that this be put to a vote to decide its future.

DISCUSSION:

There were also discussions during the work session about what is permitted on these lots in terms of public access, etc. With that in mind, I asked the City Attorney, Doug Herman, to prepare a memo to the Council outlining the rights of the public to access these properties, etc. That memo is attached for review.

It should be noted that these leases extend through June 30, 2026. If the Council decides not to continue the program, notice will be immediately sent to the six lessees, informing them that the lease will end on June 30, 2026, and they must remove their belongings from the property by that date.

The City Attorney also mentions in his memo that there may be a way to sell or dispose of these properties. If Council would like further information on that, please let me know.

RESULTS:

The City has established priorities during strategic planning sessions. This item supports the Vision from that session of **efficient and effective planning and prioritizing of all available resources**. This item helps achieve that vision by planning for the effective use of these properties and ensuring that they are held in compliance with federal regulations, etc.

FINANCIAL CONSIDERATION:

The current leases bring in approx. \$1,800 per year, which goes into the General Fund to help pay for Parks & Recreation Department expenses. There would be a small increase in the cost of mowing these properties, but the costs are negligible in that regard.

RECOMMENDATION:

Staff recommends a motion to end the Floodplain Remnant Lot Leases effective June 30, 2026, and provide notice immediately to the current lessees of the properties.