

Economic Development Authority Agenda Report

City of Long Lake

450 Virginia Avenue, PO Box 606 Long Lake, MN 55356

MEETING DATE / September 16, 2025

SUBJECT: Recommendation to City Council Regarding Reappointment of Economic

Development Authority Member Tim Hultmann

Prepared By: Jeanette Moeller, City Clerk Report Date: 9/11/2025

Recommended City Council Action

Staff recommends the following:

Motion to recommend the City Council reappoint Tim Hultmann to serve as a resident at large member on the Economic Development Authority for a term effective through December 31, 2026.

Overview / Background

Per the Long Lake Economic Development Authority adopted bylaws:

At the end of their term, an at large member of the EDA whose term expires needs to indicate in writing to the EDA, their desire to be re-appointed to the EDA of the City of Long Lake. The EDA will make a recommendation to the City Council whether to reappoint the individual to the EDA or to seek applicants to fill the vacant seat.

EDA member Tim Hultmann was notified that his term expired December 2024 and provided with information regarding the process for seeking reappointment should he be interested in serving another term. Staff has received a written request via email from member Hultmann requesting consideration of his reappointment.

Upon receipt of his request, the EDA may either motion to recommend the City Council reappoint EDA member Hultmann to serve a term expiring December 31, 2026; or alternatively, the EDA has the option to recommend the City Council seek applications for the seat per the adopted organizational bylaws.

Please note that staff will be recommending the EDA review the Board's organizational structure and bylaws at an upcoming meeting. The current bylaws establish resident member terms as staggered two-year terms only, requiring a review and reappointment of a position every year. The bylaws were last reviewed and amended in March 2015.

Supporting Information

Email from EDA member Tim Hultmann requesting reappointment