



City of Apache Junction, Arizona

Meeting location:

City Council Chambers
at City Hall
300 E. Superstition Blvd.
Apache Junction, AZ
85119

www.ajcity.net
Ph: (480) 982-8002

Agenda City Council Work Session

Monday, June 15, 2020

7:00 PM

City Council Chambers

A. CALL TO ORDER

B. ROLL CALL

C. AGENDA ITEMS

1. [20-278](#) Presentation and discussion of public policy implications for long-range transportation planning with federally patented easements.
2. [20-283](#) Presentation and discussion on the Fiscal Year 2020-21 Public Works CIP and Street Maintenance Plan. City staff will present information regarding the status of the city's streets and upcoming capital improvement and street maintenance projects for the new fiscal year.
3. [20-284](#) Presentation and discussion with the mayor and city council on the Fiscal Year 2020/2021 budget, classification and compensation plan for city employees, and the Public Safety Personnel Retirement System (PSPRS) Pension Funding Policy.
4. [20-285](#) Discussion and update on the qualified use of pandemic-related expenditure grant funding recently made available through the Coronavirus Aid, Relief and Economic Security ("CARES") Act (signed into law by President Trump on March 27, 2020 under Pub. L. 116-136).

D. ADJOURNMENT

Copies of this agenda and additional information on any of the items listed above may be obtained from the City Clerk's office located at 300 E Superstition Blvd, Apache Junction, AZ 85119, Monday through Thursday from 7:00a-6:00p, excluding holidays.

The City of Apache Junction invites and welcomes people of all abilities to use our programs, sites and facilities. Specific requests may be made by contacting the Human Resources Office at (480) 474-2617 or TDD (480) 983-0095.

The Apache Junction City Council may vote to go into Executive Session for legal advice on any item listed on this agenda pursuant to A.R.S. § 38-431.03(A)(3); this notice is given pursuant to A.R.S. § 38-431.02 to the members of the City Council and the public.