

**CITY OF INVER GROVE HEIGHTS**

**A G E N D A**

**CITY COUNCIL WORK SESSION**

**JANUARY 2, 2018 6:00 PM**

**INVER GROVE HEIGHTS CITY HALL  
COUNCIL CHAMBERS**

**A. CALL TO ORDER – MAYOR TOURVILLE**

**1. FIRE STATION**

**B. ADJOURN**

CITY OF INVER GROVE HEIGHTS

COUNCIL WORK SESSION

Meeting Date: January 2, 2018  
 Item Type: Work Session  
 Contact: Judy Thill, 651-450-2495  
 Prepared by: Judy Thill, Fire Chief  
 Reviewed by: n/a

**Fiscal/FTE Impact:**

- |                                     |                                    |
|-------------------------------------|------------------------------------|
| <input type="checkbox"/>            | None                               |
| <input type="checkbox"/>            | Amount included in current budget  |
| <input type="checkbox"/>            | Budget amendment requested         |
| <input type="checkbox"/>            | FTE included in current complement |
| <input type="checkbox"/>            | New FTE requested – N/A            |
| <input checked="" type="checkbox"/> | Other                              |

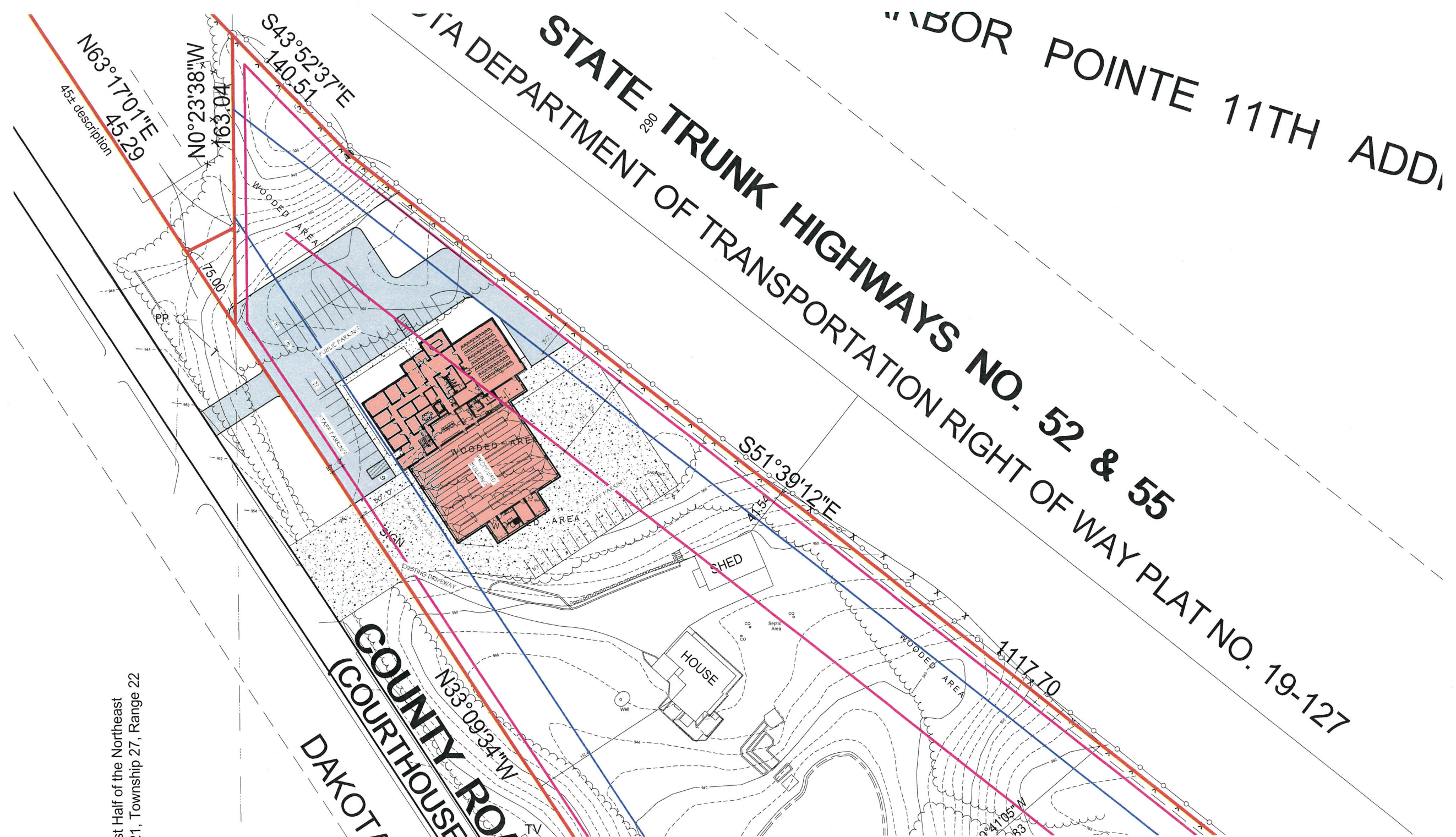
**PURPOSE/ACTION REQUESTED** Update the Council on the status of the Fire Station design, planning and construction.

**SUMMARY**

The final design of the fire station is in process. Several committees overseeing station design, training and equipment have been meeting. Five Bugles Design personnel have been meeting and working with IGH Planning in regards to Planning Commission requirements and IGH Engineering staff on utilities and other construction requirements.

At this Work Session, we will be discussing the status of and future planning for various parts of the project, which will include the following:

1. Site Plan
  - a. Planning
  - b. Variance
2. Design Schedule
  - a. Future Council updates
  - b. Completion of final design
3. Construction Schedule
  - a. Important milestones
4. Project oversight



1 SITE MAP  
1" = 40'-0"



# INVER GROVE HEIGHTS FIRE DEPARTMENT

SD.1-12.21.2017  
INVER GROVE HEIGHTS, MN