



La Vista City Council Meeting Agenda
July 20, 2026
6:00 PM

Harold “Andy” Anderson Council Chamber
La Vista City Hall, 8116 Park View Blvd
La Vista, Nebraska

- **Call to Order**
- **Pledge of Allegiance**
- **Announcement of Location of Posted Open Meetings Act**
- **Budget Overview**
- **General Fund**
 - A. Fund Overview
 - B. Capital Outlay
 - C. Executive
 - i. Mayor and City Council
 - ii. Boards and Commissions
 - iii. City Administration
 - D. Administrative Services
 - i. City Clerk
 - ii. Finance
 - iii. Human Resources
 - iv. Information Technology
 - E. Community Services
 - i. Communications
 - ii. Community Development
 - iii. Community Events
 - iv. Library
 - v. Public Transportation
 - vi. Recreation
 - vii. Senior Services
 - viii. Swimming Pool
 - ix. Special Services Bus

F. Public Safety

- i. Animal Control
- ii. Fire
- iii. Police

G. Public Works

- i. Public Works Administration
- ii. Building Maintenance
- iii. Off-Street Parking
- iv. Parks
- v. Streets
- vi. The Link

- **Lottery Fund**

H. Fund Overview

- **Sewer & Sewer Reserve Fund**

I. Fund Overview

- i. Sewer Operations

- **Debt Service Fund**

J. Fund Overview

- **Capital Improvement Fund**

K. Fund Overview

- **Redevelopment Fund**

L. Fund Overview

- **Economic Development Fund**

M. Fund Overview

- **Qualified Sinking Fund**

N. Fund Overview

- **Other Funds**

O. TIF

P. Police Academy

Q. Internal Service Fund

- **Debt Capacity**
R. Overview
- **Comments from the Floor**
- **Comments from Mayor and Council**
- **Adjournment**

The public is welcome and encouraged to attend all meetings. If special accommodations are required, please contact the City Clerk prior to the meeting at 402-331-4343. A copy of the Open Meeting Act is posted in the Council Chamber and available in the public copies of the Council packet. Citizens may address the Mayor and Council under "Comments from the Floor." Comments should be limited to three minutes. We ask for your cooperation in order to provide for an organized meeting.