

June 2013

what's

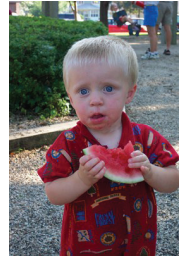
vibrant

orange city, iowa

city appreciation



Don't forget.....you are to be the special guest at the City Appreciation Picnic on Wednesday, June 19th, 5-7 pm @ the downtown Windmill Park. The Mayor and City Council and staff members from OC Municipal Utilities, OC Communications, and Missouri River Energy Services will be serving up grilled sandwiches, chips, and



WATERMELON. Plus, the Tulip Festival Steering Committee will be furnishing an "orange" dessert as a "thank you" to all of the volunteers who helped with the Tulip Festival celebration. Following the picnic, On Stage-Orange City will present the OC's Got Talent Show. So mark your calendar to share a fun night with friends and family. ✖

oc on the grow again

If you haven't walked on the Puddle Jumper Trail lately, you have been missing out on a lot of the action. The Puddle Jumper Trail 5th



residential sub-division is beginning to materialize. Vander Pol Excavating from OC and Caswells from Inwood, IA were awarded the \$1.9 M construction project. To date, 1/3 of the project has been completed. Street paving will begin mid July. The 25 acre project will offer 43 smaller sized lots that will target homes less than 1,400 sq. ft. Lincoln Place and 14th St. SE will be extended to provide access to the new housing area. Lots will become available for purchase once the infrastructure is in place sometime in July. All lots will be priced at \$20,000. For more information, contact Ken Meendering at 707-4885 or code-enf@orangecityiowa.com. ✖

rules for wind energy systems

The popularity of wind turbines and wind farms in rural Iowa continues to grow. However, their use in urban settings creates a different set of circumstances to ponder. The OC City Council is doing just that. A wind energy system ordinance is being reviewed that would dictate set back distances, heights, free fall zones, and minimum ground clearances for all properties in the City. Ken Meendering, the City Code Enforcement Officer, presented the Planning & Zoning Commission's recommendation to the City Council on May 6th. For the proposal to be approved as a City Ordinance, it must be affirmed by the City Council on three different "readings" or votes. At their May 20th meeting, the Council granted its 2nd approval. The 3rd and final voted is scheduled for June 3rd. To see the detailed ordinance, go to orangecityiowa.com/city/official-notice-publications or contact Ken at 707-4885 or code-enf@orangecityiowa.com ✖



behind the badge

The OC Police Dept. (OCPD) has undergone some major personnel changes recently. Jim Pottebaum (photo R) was promoted to the Police Chief position. Jim has served as the OCPD Investigator for the past 11 years and as a Patrol Officer for 4 years.

Duane Hulstein (photo L) was promoted to the OCPD's Investigator position. Duane has been with the OCPD as a Patrol Officer for the past 11 years. Duane recently received additional training in interviewing techniques and investigative procedures. He also completed a Firearms Instructor Class that will allow him to provide certified training to other OCPD personnel.

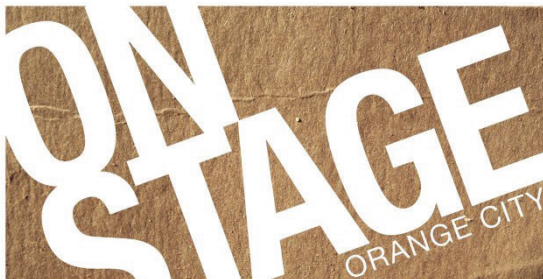
Jessica Dorhout Van Engen (photo Ctr) has joined the OCPD as its first female Patrol Officer. Jessica had been in a similar position in Paullina for the past 2 years. Prior to that, she had served as a Dispatcher for the Sioux County Sheriff's Office for 6 years.

Police Chief Pottebaum commented "The OCPD will be expanding its relationships with the local schools to promote healthy student behaviors and decision making skills. There will also be a greater patrol emphasis placed during the daytime hours. In the future, we would like to participate in the Governor's Safety Bureau that target Special Traffic Enforcement Projects (STEP) for our community." On another note, he also mentioned, "We particularly welcome Patrol Officer Van Engen to the OCPD. She will add another dimension to the OCPD as we respond to family and children issues."

The OCPD also has four other full-time and four part-time patrol officers. Police Chief Pottebaum can be reached at 707-4251 or ocpdjimp@orangecityiowa.com

are you coming? bring your lawn chairs

Arts-music-entertainment will be “ON STAGE” at OC’s Windmill Park band shell again this summer. For 13 weeks starting Wednesday, May 29th, local residents will enjoy relaxing evenings with friends and family in the downtown Windmill Park while listening to a wide range of music. Performing groups will include a comedy & juggling act, a polka band, mariachi dancers, a barbershop chorus, a jazz-folk duo, a soul & blues band, a zydeco band, and of course, OC’s own Community Band. Concessions will be available. There are no fees to attend. The entire series is being coordinated by the OC Arts Council in conjunction with the OC Chamber of Commerce and the City of OC along with a number of local business sponsors. Go to www.orangecityarts.net/ for the full concert schedule details. See you there! ✖



what a relief

Mother Earth took a sigh of relief after the OC/Alton Household Hazardous Material Collection event that was held May 1st. Ninety-seven area residents took advantage of the opportunity to reduce their inventory of unused and outdated paints, solvents, and other various cleaners. They were able to dispose of 7,580 lbs, which was a record. 3,160 lbs. and 5,180 lbs. were collected in 2012 and 2011 respectively. We want to thank Nick Herda- City of Alton, Kent Anderson-City of OC, Joy Keninger and Larry Oldenkamp of NW IA SW Agency (L-R in photo) and Gary Blythe-City of OC (not pictured) for their help in making the event a big success. Even Mother Earth says thank you for not burying and contaminating our soils and water.



Special Note: Good, useable items that were collected are available for residents to pickup at no charge at the landfill’s Swap Shop. Hours are M-F, 8-4. Items include drain cleaners, floor & rug cleaners, sanitizers, glue contact cement, post & craft paints, rust removers, fertilizers (households), pool chemicals, garden products, oil-based and latex paints, stains & varnishes, brake fluids, and strippers & thinners. ✖

buried treasure or danger

If you are considering a building project such as an addition, an expansion, a new deck or fence, make sure your work complies with the City building codes and zoning ordinances and is done safely. Visit with Ken Meendering, the City Code Enforcement Officer to determine whether your project requires a building permit, special approvals/variances, or any inspections. If you plan to dig in your yard for any project, you must notify the Iowa One Call System. It’s a toll-free call (**1-800-292-8989**) and a free service that notifies all utility companies to locate their buried cable/service lines located on your property. A 48-hour advance notice is required, not including weekends or legal holidays. Keep your family safe! For any questions or assistance, contact City Hall at 707-4885 or code-enf@orangeciowa.com. Your cooperation is greatly appreciated. ✖



City Offices will be closed May 27th.

reserve a park shelter for your family event

With the arrival of summer comes picnics, reunions, and birthdays. After being kept inside all winter, the outdoors is the place to be. For a very inexpensive get away, don’t forget the City’s park shelters to host your group activities. The City has four shelters that can be reserved for such occasions.

The Vets Park shelter has a refrigerator, stove, sink, and counters and can be reserved for \$35/day. The Swimming Pool shelter is furnished with a refrigerator,



sink, and counters (no stove). The fee is \$35/day. Also, the Vets Park Scout House and the Windmill Park shelter are equipped with a refrigerator, stove, sink, and counter areas and cost \$55/day and \$35/day respectively to reserve.

Contact the City Offices @ 707-4885 to reserve a shelter and for key arrangements. Reservation forms are also available on the City website: www.orangeciowa.com. Other outdoor picnic areas can be used without a fee or reservation. Enjoy the summer compliments of the OC Park & Rec Dept. ✖

