

Welcome to tonight's City Council meeting!

The elected officials of the City of Bonners Ferry are appreciative of an involved constituency. Testimony from the public is encouraged concerning issues when addressed under the Public Hearing portion of the agenda. Any individual who wishes may address the council on any issue, whether on the agenda or not, during the Public Comments period. Normal business will preclude public participation during the business portion of the meeting with the discretion left to the Mayor and Council. Special accommodations to see, hear, or participate in the public meeting should be made at City Hall within two days of the public meeting.

Vision Statement

Bonnors Ferry, "The Friendliest City", strives to achieve balanced growth, builds on community strengths, respects natural resources, promotes excellence in Government, and values quality of life.

AGENDA CITY COUNCIL MEETING Bonnors Ferry City Hall 7232 Main Street 267-3105 April 2, 2019 6:00 pm

PLEDGE OF ALLEGIANCE

GUEST

PUBLIC COMMENTS

Each speaker will be allowed a maximum of five minutes, unless repeat testimony is requested by the Mayor/Council

REPORTS

Police/Fire/City Administrator/City Engineer/Economic Development Coordinator/Urban Renewal District/City Planner/SPOT

CONSENT AGENDA – {action item}

1. Call to Order/Roll Call
2. Approval of Bills and Payroll
3. Approval of the March 19, 2019 Council meeting minutes

OLD BUSINESS

NEW BUSINESS

4. City – Consider Memorial Day Parade Being a City Event {action item}
5. City – Set Date for Fiscal Year 2020 Budget Public Hearing {action item}
6. Pool – Consider Approval to Advertise for Lifeguards (attachment) {action item}
7. Street – Consider Approval to Advertise for Seasonal Park Employee (attachment) {action item}
8. Golf – Consider Approval of the Patio Project for the Golf Course (attachment) {action item}

PUBLIC HEARING

File AN03-18 Annexation Request from Gerald Higgs

NEW BUSINESS

9. City – Consider Annexation Agreement with Gerald Higgs File AN03-18 (attachment) {action item}

ADJOURNMENT