

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

Bonners 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
Bonners Ferry City Hall
7232 Main Street
267-3105
June 18, 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/SPOT

CONSENT AGENDA – {action item}

1. Call to Order/Roll Call
2. Approval of Bills and Payroll
3. Approval of the June 4, 2019 Council meeting minutes
4. Treasurer's Report

OLD BUSINESS

NEW BUSINESS

5. City – Consider a Letter of Support for the Forest Legacy Proposal for 2019 {action item}
6. Electric – Consider Approval of Supplemental Agreement with JUB Engineers for Additional Spillway Design Work (attachment) {action item}
7. Electric – Consider Approval of Quote from AUS Diving to Complete Lower Level Outlet Valve Inspection (attachment) {action item}
8. Electric – Consider Approval of Pay Application #2 from Knight Construction for Silt Removal(attachment) {action item}
9. Water – Consider Approval of Kootenai Valley Resource Initiative Contribution (attachment) {action item}

ADJOURNMENT