

**KOOSKIA CITY COUNCIL**  
**PUBLIC HEARING/REGULAR MEETING**  
**NOVEMBER 9, 2022**  
**6:00 P.M.**  
**Public Hearing**

1. Call to Order
  - a. Hearing for CDBG Funded Activities on sewer/wastewater project
2. Adjourn Public Hearing

**Regular Meeting**

**Amendments:** Final action cannot be taken on an item added to the agenda after the start of the meeting unless an emergency is declared that requires action at the meeting. The declaration and justification must be approved by motion of the Council.

1. Call to Order
2. Presentation of Minutes Action Item
3. Sheriff's Report
4. Presnell Gage – Audit Report – Retain their services for upcoming audit Action Item
5. **UNFINISHED BUSINESS**
  - a. Sewer/WWTP – Updates - Request for Funds Action Item
  - b. Water Facility Plan Action Item
  - c. Library upstairs use for a privacy pod Action Item
  - d. Skip Brandt – Mt. Stuart property deed issue Action Item
  - e. Adjourn to Executive Session as permitted under Section 74-206 f) to communicate with legal counsel for the public agency to discuss the legal ramifications of and legal options for pending litigation, or controversies not yet being litigated but imminently likely to be litigated. Action Item
6. **NEW BUSINESS**
  - a. Andrew Eller – Set Back and request to place 2 Mobile homes on Ping St. Action Item
  - b. Susan Finnell -Set Back application for fence/dog run/roof and lean to-shed Action Item
  - c. RV Parking on Esther Street property Action Item
  - d. Mobile Home on Dike Street Action Item
  - e. Cleaning furnace ducts in city hall Action Item
  - f. Delinquent water bills on houses that have been foreclosed on Action Item
  - g. Ida-Lew invoice Action Item
  - h. Nuisance Property issue (receiving numerous complaints) Action Item
7. The Council is asked to allow payment of the bills Action Item
8. Reports
9. Adjournment



Any person needing special accommodations to participate in the above noticed meeting should contact the City of Kooskia at least 24 hours in advance at 208-926-4684