

City Council Meeting

January 21, 2025, 7:00 pm

City Hall Council Chambers
201 NW Douglas Blvd.
541.679.6739 info.

Agenda

- I. Call to Order—Christie Knutson, Mayor
 - A. Pledge of Allegiance
 - B. Roll Call
 - C. Adjustments to the Agenda
- II. Consent Agenda
 - A. Council Minutes for January 6, 2025
- III. Comments from the Audience—anyone wishing to discuss items not covered on this agenda is welcome to address the City Council as a whole. Please state your name and address for the record. Each speaker will be given a maximum of 3 minutes. Speakers may not defame, intimidate, or use profanity or personal affronts. The Council reserves the right to delay action until they have full information on the issue.
- IV. Reports: Boards, Commissions, Committees, and Schools
 - A. Economic Development—Thomas McIntosh, City Manager
 - B. Park Board—Dorie White, Coouncil Liaison
- V. Department Reports
 - A. Administration—Thomas McIntosh
- VI. Old Business
 - A. Discussion/Presentation: Sewer Rates—*Thomas McIntosh/Andy Howell, Public Works Supt.*
- VII. New Business
- VIII. Non-Agenda Items from Council
 - IX. Upcoming Agenda Items
 - X. Good of the Order
 - A. Check Copies
 - B. Claims in Excess of \$500
 - XI. Announcements
 - City Council Workshop, *Chamber and Mainstreet Program*, February 3rd at 5:30; City Hall
 - City Council Meeting February 3rd at 7pm; City Hall
 - Park Board Feb. 11th at 4; City Hall
 - Economic Development Feb. 12th at noon; City Hall
 - Goal Setting Saturday, Feb. 15th at 11; Community Center
 - President's Day Feb. 17th; City Offices Closed
 - City Council Meeting Tuesday, Feb. 18th
- XII. Executive Session—Pursuant to ORS 192.660 (2)
- XIII. Adjournment

AMERICANS WITH DISABILITIES NOTICE

As part of public policy, the City of Winston will attempt to provide public accessibility to services, programs, and activities. If accommodation is needed to participate in this meeting, please contact Winston City Hall at 541-679-6739, at least 48 hours prior to the scheduled meeting time.