

# AGENDA City Council Meeting

Wednesday, January 8, 2025 6:30 P.M.

# **IN-PERSON with VIRTUAL OPTION**

Please click the link below to join the webinar:

https://us02web.zoom.us/j/85964504492?pwd=qyQc0U5uUUAFUm0bo2B22cwBpFd1hI.1

Please use one of the following Phone numbers: (253)205-0468 or (346) 248-7799

**Webinar ID:** 859 6450 4492 **Passcode:** 929769

When Dialing in, \*9 raises your hand

- 1. CALL TO ORDER Roll Call
- 2. FLAG SALUTE
- 3. CONSENT AGENDA
  - A. Financial Statement to Current
  - B. City Council Minutes 12-11-24
  - C. Executive Session Minutes (3-11-24), (3-13-24), (4-3-24), (8-14-24), (8-21-24), (9-18-24), (11-20-24)

# **ADJOURN 2024 CITY COUNCIL**

- 4. SWEARING IN OF COUNCIL
  - A. Tim Askey, Councilor
  - B. Chris Featherston, Councilor
- 5. SWEARING IN OF MAYOR
  - A. Shea Corrigan, Mayor

# **CONVENE 2025 CITY COUNCIL**

- 6. CALL TO ORDER Roll Call
- 7. AGENDA UPDATES OR ADDITIONS City Recorder



#### 8. PUBLIC COMMENT

Yamhill encourages all citizens to comment on any City Business. *This is not a dialogue platform*. Comments shall be limited to three minutes. If you request special accommodation or additional time, please contact 503-662-3511 in advance.

# 9. COMMITTEE REPORTS

- A. Planning Commission
- B. Water Advisory Committee
- C. Economic Development Committee

#### 10. UNFINISHED BUSINESS

- A. RFP for Parks Master Plan selected
- B. IT Update
- C. Lighting Ordinance Update

# 11. NEW BUSINESS

- A. Nomination of Council President
- B. Council Notebooks

# 12. DEPARTMENT REPORTS

- A. City Administrator's Report
- B. Police Department
  - 1. Police Statistics Report
  - 2. Police Staff Report
- C. Public Works

# 13. COUNCIL REPORTS

- A. Mayor's Report
- B. Council Reports
- C. Worker's Comp Volunteer Hours Reporting

#### 14. INFORMATION/ANNOUNCEMENTS

- A. Council Worksession/Goal Planning January 15, 6-8 pm
- B. CAC #3 January 22, 6 pm
- C. March 1 Council Retreat
- D. Accepting Applications for City Councilor, Budget Committee & CBD Rep. for EDC

# 15. ADJOURNMENT