

NOTICE OF REGULAR CITY COUNCIL MEETING

The City Council of the City of King City will hold a Regular Meeting at 7:00 p.m., Wednesday April 19, 2017 at the King City Hall, 15300 SW 116th Ave, King City, Oregon 97224

AGENDA		Action Item	
<i>Moment of Silence</i>			
7:00 p.m.	1. CALL TO ORDER	Time:	
	2. ROLL CALL		
	3. PLEDGE OF ALLEGIANCE		
	4. APPROVAL OF MINUTES		
	4A: Minutes from Work Session 3-15-2017	M S A	
	4B: Minutes from Regular Session 3-15-2017	M S A	
7:05 p.m.	5. Emergency Medical Services Proclamation – Kelsi Dow	Meeting 4/20	
7:10 p.m.	6. National Community Development Week Proclamation – Jennie Proctor		
7:15 p.m.	7. Tobacco Awareness Presentation – Gwyn Ashcom		
7:30 p.m.	8. OPEN FORUM: We welcome public comment. At this time, the Council will be happy to receive your comment on any item on the agenda (including, questions, suggestions, complaints and items for future agendas). Please reserve testimony for Resolution 2017-03 relating to the Highlands Residential Parking Plan to the Allotted time on the Agenda. Each person’s time will be limited to three minutes.		
7:40 p.m.	9. UNFINISHED BUSINESS:		
	9.1 Jordan Way Parking Plan		
7:50 p.m.	10. NEW BUSINESS:		
	10.1 Pride Disposal Revisit Options – Issues with Yard Debris		M S A
	10.2 Lions Club Signs		M S A
	10.3 Resolution 2017-03 Highlands Residential Parking Zone ***Testimony from Proponents, Opponents (Limit 3 minutes)***		M S A
	10.4 Consider Web Site Development Proposals	M S A	
	10.4 Consider Park Lighting Bids	M S A	
	10.5 February Financials	M S A	
8:30 p.m.	11. POLICE CHIEF’S REPORT	M S A	
8:40 p.m.	12. CITY MANAGER’S REPORT		
8:50 p.m.	13. MAYOR’S AND COUNCILOR’S REPORTS		
9:00 p.m.	14. ADJOURN		
NEXT MEETING SCHEDULED FOR MAY 3, 2017		Time:	
<p>The meeting location is accessible to persons with disabilities. A request for an interpreter for the hearing impaired, or for other accommodations for persons with disabilities, should be made at least 48 hours in advance of the meeting to Mike Weston, City Recorder, 503-639-4082.</p>			
<p>M=Motion; S=Second; A=Action/Vote</p>			