

# CITY OF GENESEE

Location: 140 E Walnut Street, Genesee, ID 83832

CITY COUNCIL  
REGULAR MEETING  
GENESEE COMMUNITY FIRE STATION

## AGENDA

October 18, 2022  
6:00 PM  
235 W CHESTNUT STREET

**CALL TO ORDER - 6:00 p.m.**

**John Hermann, Mayor**

**ROLL CALL:**

**PLEDGE OF ALLEGIANCE**

**VISITORS:** Ryan Rehder

**CITIZEN COMMENTS: (comments limited to 3 minutes)**

### CONSENT AGENDA

*The consent agenda includes items which require formal Council action, but which are typically routine or not of great controversy. Individual Council members may ask that any specific item be removed from the consent agenda in order that it can be discussed in greater detail. Explanatory information is included in the Council agenda packet regarding these items.*

Minutes of Meetings October 4, 2022

Approval of Bills Paid

Financial Statement

### UNFINISHED BUSINESS:

Well #8 and #9 update (**Discussion Item**)

Sewer Update (**Discussion Item**)

### NEW BUSINESS:

Electronic Communication with ICRMP (**Action Item**)

Quilters Agreement (**Action Item**)

**EXECUTIVE SESSION** 74-206 (1)(a) To consider hiring a public officer, employee, staff member or individual agent, wherein the respective qualities of individuals are to be evaluated in order to fill a particular vacancy or need. This paragraph does not apply to filling a vacancy in an elective office or deliberations about staffing needs in general

### NEW BUSINESS:

City Hall staff changes to accommodate employee retirement (**Action Item**)

### INTRODUCTION, READINGS AND ADOPTION OF ORDINANCES & RESOLUTIONS

#### CITY OFFICIAL, COUNCIL AND STAFF REPORTS

Mayor Update

Bill Krick- Water and Sewer Update and Well #8

Cody Bailey- Street Update

Jesse Aherin- Administrative Update

Nyla Roach- Parks Update

### CORRESPONDENCE:

**ADJOURNMENT** Questions concerning items appearing on this Agenda or requests for accommodation of special needs to participate in the meeting should be addressed to the Office of the City Clerk, 140 E. Walnut or call 285-1621.