



**Lewiston City Council
SPECIAL MEETING AGENDA
May 13, 2024 - 3:00 PM
Bell Building – Second Floor Conference Room – 215 D Street
Lewiston, Idaho 83501**

Seating will be available on a first-come, first-served basis. All others who wish to observe this meeting may watch and listen to the livestream on their own device(s) by visiting the City of Lewiston's website at cityoflewiston.org.

I. CALL TO ORDER

II. PLEDGE OF ALLEGIANCE

III. CITIZENS COMMENTS

This is an opportunity for citizens to address the Council on agenda items or other items they wish to bring to the attention of the Council. Citizens are encouraged to discuss operational issues in advance with the Mayor. In consideration of others wishing to speak, please limit your remarks to three minutes.

IV. BUDGET ITEMS

A. FCS GROUP PRESENTATION

B. ENTERPRISE RATES: Water, Wastewater, Sanitation, and Stormwater (Public Works Director Johnson)

C. ENGINEER SERVICE FEES: (Public Works Director Johnson)

D. PARKS, RECREATION, GOLF & CEMETERY: (Parks & Recreation Director Barker)

E. EMS FEES: (Fire Chief Rightmier)

V. BUDGET DISCUSSION AND DIRECTION

This is an opportunity for Councilors to ask questions, have discussions and provide direction to staff related to the fiscal year 2025 budget - Action Item

VI. UNFINISHED AND NEW BUSINESS

A. CITY COUNCILOR COMMENTS: Comments shall not be related to an item currently before the City Council or an item that may come before the City Council in the foreseeable future, and shall be limited to comments, not discussion.

B. MAYOR COMMENTS

VII. ADJOURNMENT - Action Item

The City of Lewiston is committed to providing access and reasonable accommodation in its services, programs, and activities and encourages qualified persons with disabilities to participate. If you anticipate needing any type of accommodation or have questions about the physical access provided at this meeting, please contact the City Clerk's Office at least forty-eight (48) hours in advance of the meeting at 208-746-3671, ext. 6202.