

**AGENDA  
CITY OF CAMBRIDGE  
FEBRUARY 11, 2019  
REGULAR COUNCIL MEETING AT 7:00 P.M.  
CITY HALL CHAMBERS  
80 S SUPERIOR STREET, CAMBRIDGE, IDAHO**

**REGULAR MEETING**

Welcome and Pledge of Allegiance

1. Consent Agenda – ACTION ITEM
  - a. Approve Current Agenda
  - b. Approve Minutes Regular City Council Meeting January 14, 2019 and Special Meeting January 14, 2019 & January 17, 2019
  - c. Approve Payment of Bills
2. HECO Engineers Report- Transportation, Streets, Roads, Water System, and Wastewater System
3. Commercial Club Request for Street Closures June 1, 2019 for Hells Canyon Days – ACTION ITEM
4. 2019 Visitors Guide, New Map App, and New Printed Map – Brandie Lincoln – ACTION ITEM
5. Design of the ITD - TAP Funded Sidewalk Project – ACTION ITEM
6. Resolution #R1-2019 – Fee Schedule – ACTION ITEM
7. Ordinance #2-2019 – Water Revenue Bond – ACTION ITEM
8. Review Title 9, Chapter 3 Mobile/Manufactured Homes
9. Review Title 5 Chapter 4 – Animals
10. Open Forum for Comments or Statements Not Covered in Agenda Items From Citizens in Community - Issues must be relevant to city government, no repetitive or abusive comments, no comments on pending land use applications, complaints about city staff must be made outside of the meeting to the mayor, time is limited to 3 minutes per speaker, no sharing of minutes or giving to another person, and any issue requiring council action must be put on the agenda of a future council meeting. The council, mayor, and staff will not answer questions. Open forum is for public comments only. Anyone abusing or violating these rules will be asked to leave the council chambers and may be escorted out by law enforcement or an assigned representative of the city.

## 11. Adjourn

City Hall is accessible for persons with disabilities. Any person needing special accommodations to participate in the meeting should contact City Clerk Sandra McKee at 257-3318 or 257-3538 at least 24 hours prior to the meeting. This institution is an equal opportunity provider and employer.