

CITY OF RIGBY  
COUNCIL AGENDA  
April 7, 2022  
7:00 p.m.

Join us on zoom at: <https://zoom.us/j/92498751203?pwd=aDZPNIV0VEF6ellsc3R2QlI3UGxaUT09>. Enter meeting ID and passcode manually: Meeting ID: 924 9875 1203; Passcode: 505141

- Pledge and Prayer
- Roll Call

1. Public Comment: (Time is limited to 3 minutes – per individual)
  - a. Iola Wynn – Dust 4<sup>th</sup> North/ Autumnwood -
2. Public Hearing:
  - a. Kartchner Homes Annexation – 365 N 3800 East:
    - i. Applicant Presentation
    - ii. Public Comment
    - iii. Rebuttal (if needed)
    - iv. Council Discussion/Decision – *Action Item*
  - b. Proposed Fee Increase – Septic Dumps:
    - i. Public Comment
    - ii. Council Discussion/Decision – *Action Item*
3. Planning/Zoning:
  - a. Preliminary Plat – Fieldstone Meadows Division #1 – Henry Subdivision – *Action Item*
4. Clerk’s Items:
  - a. Feb 22 Financial Statements/Journal Entries - *Informational*
  - b. Fair Housing Month Proclamation – *Action Item*
  - c. Amended By-Laws – Rodeo Committee – *Action Item*
  - d. Caselle Software – Document Management System – *Action Item*
  - e. Keller Contract – Naming Rigby South Park Ball Fields – *Action Item*
5. Public Works:
  - a. Edstrom Const. – Pay App 4000 E – *Action Item*
  - b. Avail Const – Pay App LID #10 – *Action Item*
  - c. Warranty Bond – Sugar Mill Subdivision – *Action Item*
  - d. DePatco Const – Asphalt Patch – Washington Loop – *Action Item*
6. Other Council Business:
  - a. Nomination Planning zoning member – Jenny Campbell - *Action Item*
  - b. Donation trees – Pioneer Park – *Action Item*
  - c. Spring Meeting – AIC – Idaho Falls – *Informational*
  - d. Mayor’s Proclamation – April Fair Housing Month – *Action Item*
7. Approval of Minutes:

March 17, 2022

Voice Roll
8. Review and Approval of Bills – Action Item

Roll Call
9. Executive Session:

Per Idaho code 74-206(f) – to communicate with legal counsel for options for controversies not yet being but imminently likely to be litigated.

Roll Call
10. Adjournment - Action Item

Voice Roll