



**CITY OF NEWPORT  
REGULAR COUNCIL MEETING  
NEWPORT CITY HALL  
March 17, 2022 – 5:30 P.M.**

MAYOR:	Laurie Elliott	City Administrator:	Deb Hill
COUNCIL:	Kevin Chapdelaine	Supt. of Public Works:	Bruce Hanson
	Tom Ingemann	Fire Chief:	Steven Wiley
	Marvin Taylor	Asst. to the City Admin:	Travis Brierley
	Rozlyn Johnson	Law Enforcement (WCSO):	Bill Harrell

**AGENDA**

1. CALL TO ORDER
2. PLEDGE OF ALLEGIANCE
3. ROLL CALL
4. ADOPT AGENDA
5. PUBLIC COMMENTS - Visitors may share their concerns with the City Council on any issue, which is not already on the agenda, under Public Comments. Please give your name, address and your concern or comments. Each person will have 3 minutes to speak. Your comments must be addressed exclusively to the Mayor and City Council, not to any individual Council or staff member. The Mayor reserves the right to limit an individual's presentation if it becomes redundant, repetitive, irrelevant, or overly argumentative. All comments will be taken under advisement by the Council. No action will be taken at this time.
6. ADOPT CONSENT AGENDA – All items listed under this section are considered routine and non-controversial by the Council and will be approved by a single motion. An item may be removed from the consent agenda and discussed if a Council member, staff member, or citizen so requests.
  - A. Minutes- March 3, 2022 Regular Council
  - B. Minutes- March 14, 2022 Special Council
  - C. Open the Books (LBAE) Meeting Dates
  - D. Gambling Application Date Change- Pheasants Forever
  - E. List of Bills- \$467,954.31
  - F. Financial Statement- February 2022
7. WASHINGTON COUNTY SHERIFF'S OFFICE REPORT
8. FIRE CHIEF'S REPORT
9. ENGINEER'S REPORT
  - A. 10<sup>th</sup> Avenue Stormwater Pond
    1. Pay Request Fitzgerald Excavating- \$9,753.65
10. SUPERINTENDENT OF PUBLIC WORKS REPORT
  - A. Pay Request H&U- \$275,607.29

11. ADMINISTRATOR'S REPORT

- A. **Resolution No. 2022-14**- Opposing the Closure of Newport Elementary School

12. MAYOR AND COUNCIL REPORTS

13. ADJOURNMENT