**LEWISVILLE CITY COUNCIL**

**AGENDA**

CITY OF LEWISVILLE REGULAR COUNCIL MEETING

Wednesday, March 13, 2024, at 7:00 p.m.

Lewisville Community Center, 3451 E 480 N, Lewisville, Idaho

**CALL MEETING TO ORDER**

**ROLL CALL**

**Curtis Celena Blake Brigham Waco**

**Pledge of Allegiance – Waco Taylor**

**MINUTES**

* Minutes for February 14, 2024 – Action Item

**POLICE REPORT**

* Jefferson County Sheriff’s Report February 3, 2024 to March 1, 2024: 110 hours, 6 complaints, 3 arrests, 0 DUI,
* 3 citations and 32 traffic contacts.

**FY 2022 – 2023 AUDIT PRESENTATION BY SEARLE HEART**

* Biennial Audit for FY 2022 and 2023 presented by Dana from Searle Heart Accounting firm – Action Item

**ROADS –** Brigham Briggs

* Child Pedestrian Safety Grant update on phase II – Action Item

**CITY ATTORNEY -**  Kris Meek

* Progress on Impact Area Agreement with Jefferson County
* Public Right of Way Construction additions to Lewisville Code Chapter 5 Public Right-Of-Way Contractors and Chapter 7 Public Right of Way Construction - discussion
* Right of Way License for Contractors - discussion

**CLERK/TREASURER**  - Donetta Fife

* Payment of bills February 15, 2024 to March 13, 2024 - Action Item
* Treasurer’s 1st Quarter FY 2024 Report – Action Item
* Annual spring training for Council 9 April 2024 in Idaho Falls – reservation needed
* AIC Planning & Zoning video series available on the AIC website – very informative
* Easter Egg Hunt Funding possible debit card – Action Item

**BEAUTIFICATION -**  Blake Ball

* WWII Memorial Update

**MAYOR REQUEST**

* Mayor’s Youth Advisory Council – Resolution to establish – Action Item
* Speed Limit Signs for sign grant

**MAINTENANCE**

* Maintenance of Equipment
* Maintenance of Child Pedestrian Safety Walking Path in Winter

**OTHER**

**COMMUNITY CENTER** – Celena Lewis

**ITEMS FOR APRIL 2024 AGENDA**

**ADJOURNMENT-** Action Item

**Public is Welcome – If special accommodations are required contact City Clerk at (208) 684-2043 at least 1 hour prior to the meeting.**