



BUCKLEY CITY COUNCIL MEETING AGENDA
October 13, 2020
Multi-Purpose Center, 811 Main Street
City Council Meeting
Opening 7:00 P.M.

****Notice: This will be a virtual meeting held via Zoom meetings.
To listen to the meeting live, please use the following information.**

Call-in Number: 253-215-8782

Meeting ID: 863 1706 0392

Passcode: 157466

Call to Order
Pledge of Allegiance
Roll Call of Council Members

Next Ordinance #16-20
Next Resolution #20-22
Next Agenda Bill #AB20-086

A. Citizen Participation

During the duration of the declared public health emergency, public comments will only be accepted via email at tpercival@cityofbuckley.com, via mail to City of Buckley, PO Box 1960, Buckley, WA 98321, or from the drop box located in front of City Hall at 933 Main Street, Buckley, WA 98321. Public comments must be submitted by 5:00 PM the Wednesday prior to the Council meeting to be included in the Council Packet. Any comments received after that time, will be emailed out separately to all Council members.

B. Staff Reports

1. Fire Department
2. Pedestrian Crossings
3. Skate Park
4. Update on Buckley's Participation in Long-Range Growth Target Setting and Allocations Resulting from PSRC Vision 2050 **(will be provided Monday)**

C. Main Agenda

1. ORD No. ____-20: Mia's Meadow Rezone
2. Interagency Agreement (Washington State Traffic Safety Commission)
3. Final Contract Acceptance (Public Works and Police Station Parking Lots)
4. Engineering Services Proposal – Slow Sand Water Treatment Plant Operations Plan
5. Bid Award: Slow Sand WTP Resanding Project
6. Engineering Services Proposal – Transportation Impact Fee Rate
7. Mountain Man Investments LLC Design Review

D. Consent Agenda

8. A. Claims
- B. Transfer Voucher
- C. Payroll

Council may add and take action on other items not listed on this agenda

E. Committee Reports

1. Mayor's Report
2. Administration, Finance & Public Safety
3. Transportation & Utilities
4. Community Services
5. Council Member Comments & Good of the Order

Johnson
Smith
Wilbanks
Rose