

**AGENDA – CITY OF PECK**  
**MONTHLY COUNCIL MEETING**

**DATE:** Wednesday, March 12, 2025

**TIME:** 6:00PM

**LOCATION:** Peck Community Center

**CALL TO ORDER BY MAYOR**

**PLEDGE OF ALLEGIANCE**

**ROLL CALL & DECLARATION OF CONFLICT OF COUNCIL MEMBERS**

**INTRODUCTION OF GUEST SPEAKERS** – Dodd Snodgrass

**CITIZEN COMMENT PERIOD** – Comments are limited to three (3) minutes.

**PROPOSED AMENDMENTS TO THE AGENDA**

**APPROVAL OF MINUTES**

**FINANCIAL REPORT**

**BILLS TO BE PAID**

**OLD BUSINESS:**

1. Cost of the new Government Microsoft 365 accounts. **(INFORMATION)**
2. Resided payment request to TD&H for 5 hours of work for Rich Utzman. **(ACTION)**
3. Leans on overdue/past due bills **(ACTION)**
4. Future water rate increases and why. **(INFORMATION)**

**NEW BUSINESS:**

1. Build a bull pin just inside the door at City Hall. Possibly have AmeriCorps workers assist in the building of it. **(ACTION)**
2. Update on AmeriCorps crew working on the Community Building. **(INFORMATION)**
3. Chain link fencing for the City Maintenance equipment area. **(INFORMATION AND ACTION)**

**CITY EMPLOYEE BRIEFINGS**

- 1) City-Clerk Treasurer Update – Cindy Nichols
- 2) City Maintenance Update – Leroy Kuykendall
- 3) Water Department Update – Justin Beard and Anthony Gravenmier

**OTHER**

1. **Mayor question/comments**
  - a. work session March 19<sup>th</sup> @ 9:00a.m.
2. **Council questions/comments**

**REMINDER OF NEXT REGULAR COUNCIL MEETING:**

Wednesday, April 9, 2025, beginning at 6:00 pm, Peck Community Building.

## **ADJOURNMENT**

Any person needing special accommodation to participate in the above-mentioned meeting should contact the City of Peck at least five days prior to the meeting. City Hall is located at 120 W Howard Street, Peck, Idaho. Phone number: 208-486-7791.

**Individuals who wish to address the City Council on a specific topic should contact the City Clerk-Treasurer to be put on the agenda at least five (5) working days prior to the next regularly scheduled City Council meeting.**