



**TOPPENISH CITY COUNCIL
REGULAR MEETING AGENDA
APRIL 9, 2018 – 7:00 P.M.**

1. REGULAR SESSION CALL TO ORDER

Pledge of Allegiance/Roll Call/Welcome

2. PUBLIC COMMENT

The City Council welcomes public attendance at Council meetings. This meeting is for the conduct of regular City business. At this time, citizen comments and inquiries about agenda business or general City matters are encouraged. If you wish to address the City Council, please stand or raise a hand so you can be called upon. After you are recognized, please come forward to the lectern, state your name, and address for the public record. Your remarks must be limited to three minutes or less. Please use the microphone.

3. CONSENT AGENDA

All matters on the consent agenda have been provided to each Councilmember for review and are considered to be routine or have been previously discussed and will be adopted by one motion and vote without discussion. However, if a Councilmember desires, any item on this agenda will be discussed before any action is taken on it.

- a. Approve Minutes of the March 26, 2018 Regular Council Meeting.
- b. Approve Minutes of the April 2, 2018 Study Session.
- c. Approve Payroll Checks Number 34180 through 34193 and electronic transfers in the total amount of \$146,280.72 dated April 4, 2018.
- d. Approve Claims Checks Number 87817 through 87888 and electronic transfers in the total amount of \$116,311.69 dated April 9, 2018.

4. NEW BUSINESS

a. [Proposed] Resolution 2018-14:

A Resolution Approving Addendum No. 2 to General Agreement with Huibregtse, Louman Associates, Inc. for Professional Engineering and Surveying Services for the Update to the Capital Facilities Plan.

5. COUNCIL MEETING REPORTS/COMMUNITY ANNOUNCEMENTS

6. CITY MANAGER REPORTS

7. ADJOURNMENT

NEXT REGULAR COUNCIL MEETING WILL BE HELD ON APRIL 23, 2018.

City Council meetings are accessible to persons with disabilities. For individuals who may require special accommodations, please contact City Hall at (509) 865-6754, 24 hours in advance.