Yachats City Council Vision

Our village is a place where natural resources are valued and protected, where diversity is celebrated, and where a vibrant economy and sense of community pride create and recreate a living spirit. Yachats cares not just for its citizens' basic needs but also supports them in their efforts to excel mentally, physically, artistically, and spiritually. It is a community with an enduring sense of itself.



CITY OF YACHATS

CITY COUNCIL MEETING

441 Hwy 101N, Yachats Commons, Room 1

Wednesday, July 11, 2018 at 6:00pm

AGENDA

- Announcements, Correspondence and Proclamations I.
- (topics not listed on the agenda: 5-minute limitation per person) II. Public Comment
- Ш. Minutes
 - Minutes: 06/06/18 Work Session Α. Regular: 06/13/18 Regular Meeting В.
- IV. Reports
 - **Council Reports** A.
 - В. City Manager Report
- ٧. Business

Parks & Commons Commission: Commons Manual Update A. Discussion/Vote:

Library Commission: Library Move update B. Update: Ordinance 351 – Transient Lodging Definition C. Vote: Resolution 2018-07-03 Adoption of Council Rules D. Discussion/Vote:

Vi. **Other Business**

A. From Mayor В. From Staff C. From Council

This meeting is open to the public and all interested persons are invited to attend. This meeting will be audio taped. All items to be considered by the Commission must be submitted to City Hall no later than one week prior to the meeting. Minutes of all public meetings are available for review at City Hall, or on the City website at www.yachatsoregon.org. In accordance with ORS 192.630, City of Yachats will make a good faith effort to provide accommodations for any person desiring to attend a public meeting, if the request is made at least 48 hours in advance of the meeting time. The meeting room is physically accessible to persons with mobility devices; a sign language or foreign language interpreter may be available, with advance notice. Call City Hall at 541-547-3565 or POSTED July 3, 2018 Oregon Relay 1-800-735-2900 (TDD) two days in advance.