

City Council Meeting

May 3, 2023

7:30 pm

The meeting was conducted by Mayor Ted Slivinski at 7:30 pm at the Montpelier City Hall.

Present:

Steve Allred
Dan Fisher
Bobbi Leonhardt
Brady Shultis
Shane Johnson

Others:

City Clerk Michelle Singleton
Superintendent Rick Roberts
Chief Blake Wells
Parks & Rec Director Katie Alleman

Quin Pope-excused

Approval of Agenda

Councilmember Bobbi Leonhardt moved to approve the agenda as presented. Councilmember Dan Fisher seconded. The voting was unanimous in the affirmative.

Approval of Minutes

Councilmember Dan Fisher moved to approve the minutes as corrected. Councilmember Shane Johnson seconded. The voting was unanimous in the affirmative.

Approval of Bills

Councilmember Dan Fisher moved to approve and pay bills in the amount of \$37,679.23 with \$30,933.23 being payroll and \$6,746.00 being miscellaneous bills. Councilmember Shane Johnson seconded. The voting was unanimous in the affirmative.

Community Block Grant- Astro Turf

Mayor Ted Slivinski and the City Council had a discussion about the Community Block Grant regarding the cost of the astro turf. The original bid for the turf was \$28,000. With the current contractor taking out the astro turf behind the pavilion the cost will be less than \$28,000. After much discussion City Council decided to set a dollar amount not to exceed \$25,000.

Councilmember Dan Fisher moved to approve the astro turf for the Community Block grant not to exceed the amount of \$25,000. Councilmember Shane Johnson seconded. The voting was unanimous in the affirmative.

Shannon Marx- Fire Dept. Grant (Idaho Dept Lands)

Shannon Marx is asking for approval to apply for an Idaho Department of Lands Grant, for the Montpelier Fire department. The grant is \$5,000 max, there is a 10% cash match from the fire department then IDL will pay 90% in reimbursements. The fire department is wanting to get turn out gear for the firefighters.

Councilmember Bobbi Leonhardt moved to approve to apply for Department of Lands grant for the Montpelier Fire Department. Councilmember Shane Johnson seconded. The voting was unanimous in the affirmative.

Mutual Aid and Assistance Agreement- IdWARN

Mayor Ted Slivinski is asking the City Council to approve Mutual Aid and Assistance Agreement- IdWARN for the City of Montpelier.

Councilmember Steve Allred moved to approve the Mutual Aid and Assistance Agreement- IdWARN as a member. Councilmember Shane Johnson seconded. The voting was unanimous in the affirmative.

Date Change City Council Meeting

Due to some conflicts on May 17, 2023, the Mayor and City Council agreed to move the city council meeting to May 18, 2023

Councilmember Steve Allred moved to approve moving the May 17, 2023 city council meeting to May 18, 2023. Councilmember Shane Johnson seconded. The voting was unanimous in the affirmative.

Mayor Ted Slivinski

Mayor Ted Slivinski mentioned he had a conversation with Mr. Stewart, the old tappers building is being torn down. Mr. Stewart will tear down everything that is dangerous, it will be done in 3 stages. He is working with Dallas Eborn to get this done.

Steve Allred

Councilmember Steve Allred commented that Montpelier Community Foundation has applied for 4 grants totaling \$71,000. There was no Chamber or Montpelier Community Foundation meetings.

Dan Fisher

Councilmember Dan Fisher reported on the Regional Commission meeting, the main topic was runoff.

Shane Johnson

Councilmember Shane Johnson asked Katie Alleman to update the City Council on Parks and Rec.

Parks and Rec Director Katie Alleman update the City Council on Parks and Rec. Parks & Rec have 8 baseball teams. 3 minor's teams, 3 major's teams and 2 pony teams. She mentioned there are 3 softball teams, 2-10u teams and 1-12u teams.

Bobbi Leonhardt

Councilmember Bobbi Leonhardt reported on the Montpelier Irrigation Water Board meeting. The reservoir is completely empty and letting it run through.

Mayor Ted Slivinski adjourned until the next regularly scheduled meeting on May 18, 2023 at 7:30 pm.

Respectfully Submitted,

Michelle Singleton