

CITY COUNCIL WORK SESSION AGENDA Monday, May 15, 2023 - 4:00 PM City Council Chambers, 169 SW Coast Highway, Newport, Oregon

All public meetings of the City of Newport will be held in the City Council Chambers of the Newport City Hall, 169 SW Coast Highway, Newport. The meeting location is accessible to persons with disabilities. A request for an interpreter, or for other accommodations, should be made at least 48 hours in advance of the meeting to Erik Glover, City Recorder at 541.574.0613, or e.glover@newportoregon.gov.

All meetings are live-streamed at https://newportoregon.gov, and broadcast on Charter Channel 190. Anyone wishing to provide written public comment should send the comment to publiccomment@newportoregon.gov. Public comment must be received four hours prior to a scheduled meeting. For example, if a meeting is to be held at 3:00 P.M., the deadline to submit written comment is 11:00 A.M. If a meeting is scheduled to occur before noon, the written submitted P.M. comment must be bv 5:00 the previous To provide virtual public comment during a city meeting, a request must be made to the meeting staff at least 24 hours prior to the start of the meeting. This provision applies only to public comment and presenters outside the area and/or unable to physically attend an in person meeting.

The agenda may be amended during the meeting to add or delete items, change the order of agenda items, or discuss any other business deemed necessary at the time of the meeting.

- 1. CALL TO ORDER AND ROLL CALL
- 2. DISCUSSION ITEMS
- 2.A City Manager's Report

City Manager's Report

- 2.B Discussion on the Development of a Community Leadership Program
 Staff Report Community Leadership Program.pdf
 DEVELOPING FUTURE CIVIC LEADERS PSU Summary .pdf
- 2.C Discussion on Airport Rules and Regulations Fees and Maintenance Staff_Report__May_15_2023_council_work_session.pdf
- 2.D Status of ARPA Funds Update
 Staff Report for Update on ARPA Funds May 15, 2023.pdf
 ARPA Funding Reporting.pdf
 P&E Report-Annual March 2023.pdf
- 3. ADJOURNMENT