



KETCHUM URBAN RENEWAL AGENCY

**Monday, May 16, 2022 at 12:00 PM
191 5th Street West, Ketchum, Idaho 83340**

AMENDED AGENDA

PUBLIC PARTICIPATION INFORMATION

Public information on this meeting is posted outside City Hall.

We welcome you to watch Council Meetings via live stream.

You will find this option on our website at <https://www.ketchumura.org/kura/meetings>.

If you would like to comment on a public hearing agenda item, please select the best option for your participation:

1. Join us via Zoom (*please mute your device until called upon*).
Join the Webinar: <https://ketchumidaho-org.zoom.us/j/89025552419>
Webinar ID: 890 2555 2419
2. Join us at City Hall.
3. Submit your comments in writing at info@ketchumura.org (*by noon the day of the meeting*).

This agenda is subject to revisions. All revisions will be underlined.

THE MEETING WILL BEGIN AT NOON.

CALL TO ORDER:

ROLL CALL:

COMMUNICATIONS FROM THE BOARD OF COMMISSIONERS:

COMMUNICATIONS FROM THE PUBLIC:

1. Public comment submitted at info@ketchumura.org.

CONSENT CALENDAR: (ALL ACTION ITEMS)

2. ACTION: Approval of Bills.
3. ACTION: Approval of Meeting Minutes.

DISCUSSION ITEMS:

4. Quarterly report from Sun Valley Economic Development.
5. Review of Community Outreach Summary for 1st and Washington Site.



ACTION ITEMS:

6. ACTION ITEM: Discussion and action on requesting a contribution of \$1.5 million from the City of Ketchum for 1st and Washington Project.
7. ACTION ITEM: Request from Dave Wilson for KURA funding for infrastructure associated with new development at 460 North Main Street, 5th Street and Main Street.
8. ACTION ITEM: Review and direction to staff on Request for Proposal for 1st Street and Washington Avenue and review of information on land ownership structure.
9. ACTION ITEM: Discussion and action requesting partnership with Blaine County Housing Authority on Lift Tower Lodge.
10. ACTION ITEM: Discussion, consideration, and direction on KURA funding to replace pavers on 4th Street

REPORTS FROM STAFF:

ADJOURNMENT: