

# LURA Board Meeting Minutes

## Meeting Details

Date: May 1 2023

Time: 11:00am

Location: City Hall

City/State: Laurel, Mt

## Call to order

Judy Called meeting to order the meeting May 1, 2023 11:00am

## Roll Call

Judy Goldsby

Cheryl Hill

Daniel

Janice

CAMI

Don

Linda

Kurt

## General Items - None

## New Business

1. Review of Bylaws and operating criteria.

The Resolution doesn't need to be addressed. We are going with the original bylaws.

2. General concerns of the Board – The projects that were presented needed more explanation as to why they were approved so fast, that was explained.

3. Board Membership – Clarification of voting rights by board members

## Old Business

1. Completion of old projects and grants

We found out that we are NO longer allowed to do larger grants and will discuss and Judy will find out more information about small grants. However, at this time we are moving forward to do larger projects that will benefit the entire TIF district.

It was asked that all board members send an email list of projects they would like to see us present and submit to the city.

It was discussed in length about the Barnhart project going forward after Dean Rankin can meet with the Refinery. In hopes this can happen before the next meeting June 5<sup>th</sup>, 2023. The Main project is to do the lighting on SE 4<sup>th</sup> st that was already approved, we just have to request that money again, as it has timed out.

We also want to move forward for the Barnhart curbs, gutters, sidewalks and ditched filled. Depending on funds do the same down E. Railroad Street. We talked about adding the roundabout to this project.

The next project would continue the decorative lighting and sidewalk repairs into downtown area.

2. Budget Review

This was NOT discussed

3. Revisit Streetscape Project – This is a project we will continue to look into as a future project.

Adjournment – Meeting was adjourned by Don and 2<sup>nd</sup> by Daniel

Next meeting is June 5<sup>th</sup> – location city hall