



CITY OF SWEET HOME BUDGET COMMITTEE AGENDA

April 22, 2021, 6:00 PM
Sweet Home City Hall, 3225 Main Street
Sweet Home, OR 97386

WiFi Passcode: guestwifi

PLEASE silence all cell phones – Anyone who wishes to speak, please sign in.

Meeting Information

The Budget Committee meeting will be held at 6:00 p.m. in the City Council Chambers at City Hall, 3225 Main Street. Individuals attending public meetings in person will be required to maintain appropriate social distancing, (6-ft.) and be free of symptoms related to COVID-19. The City is streaming the meeting via the Microsoft Teams platform and asks the public to consider this option. There will be opportunity for public input via the live stream. To view the meeting live, online visit live.sweethomeor.gov. If you don't have access to the internet you can call in to 541-367-5128 and you'll be asked to choose option #1 to be logged in to the call.

Meeting ID: ID: 366 950 97#

This video stream and call in options are allowed under Council Rules, meet the requirements for Oregon public meeting law, and has been approved by the Chairperson of the meeting.

Cell phones should not be used in the Council Chambers by city staff or Committee during this meeting for any reason, including text messages, emails, or phone calls. If a member of the public needs to utilize their cell phone for a call, please exit the Council Chambers.

Call to Order

Roll Call

Review and Discussion of Proposed 2021-2022 Budget

- a) Election of Chair
- b) Election of a Vice Chair
- c) Budget Message
- d) Budget Training
- e) Capitol Improvement Plan Review
- f) Review and Set Budget Meeting Dates

May 6, 2021 Budget Presentation of Public Works, CEDD, and Finance

May 13, 2021 Budget Presentation of Executive, Library & Police. Approval (tentative)

May 18, 2021 If Needed

Adjournment

The location of the meeting is accessible to the disabled. If you have a disability that requires accommodation, advanced notice is requested by notifying the City Manager's Office at 541-367-8969.