

Town of Chino Valley

MEETING NOTICE COUNCIL WATER AND UTILITIES SUBCOMMITTEE

SPECIAL MEETING THURSDAY, JANUARY 13, 2022 4:00 P.M.

Council Chambers 202 N. State Route 89 Chino Valley, Arizona

AGENDA

- 1) CALL TO ORDER
- 2) ROLL CALL
- 3) APPROVAL OF MINUTES
 - a) Consideration and possible action to approve June 15, 2021, special meeting minutes.
- 4) ENGINEER'S REPORT
 - a) Update and possible discussion regarding Rodeo Drive construction.
 - **b)** Update and possible discussion regarding Perkinsville Road water and sewer extensions and design.
 - c) Update and possible discussion regarding EPA grant for the Peavine Waterline.

5) CALL TO THE PUBLIC

Call to the Public is an opportunity for the public to address the Subcommittee concerning a subject that is not on the agenda. Public comment is encouraged. Individuals are limited to speak for three (3) minutes. The total time for Call to the Public may be up to 15 minutes per meeting. Subcommittee action taken as a result of public comment will be limited to directing staff to study the matter, scheduling the matter for further consideration and decision at a later date, or responding to criticism.

- 6) OLD BUSINESS
- 7) NEW BUSINESS

- a) Discussion and possible recommendations for changes and updates to the Unified Development Ordinance (UDO), Chapters 50 and 51.
- b) Discussion and possible recommendations for updates to the 5-year Capital Improvements Program for the Wastewater Plant and water and sewer system projects.

8) ADJOURNMENT

Dated this 12th day of January, 2022.

By: Frank Marbury, Public Works Director/Town Engineer

The Town of Chino Valley endeavors to make all public meetings accessible to persons with disabilities. Please call 636-2646 (voice) or 711(Relay Service) 48 hours prior to the meeting to request reasonable accommodation to participate in this meeting.

Supporting documentation furnished to the Water and Utilities Subcommittee with this agenda are available for review at the Town Clerk's office, 202 N. State Route 89.