

Joint Development Impact Fee Advisory Standing Committee (City of Kuna)
and
Ada County/Kuna Rural Fire District
Joint Development Impact Fee Advisory Standing Committee

MEETING AND AGENDA NOTICE

PLEASE TAKE NOTICE: That the above named Committees are the standing advisory fire district development impact fee committees of Ada County and the City of Kuna. Each of these Joint Committees will be holding a meeting on the date, time and location with their agenda as stated herein:

Agenda Posting: Agenda posted prior to 9:00 a.m. on June 12, 2020, at 150 W Boise St., Kuna and www.kunafire.com

DATE	TIME	LOCATION
June 17, 2020	1:00 pm	Commissioner Meeting Room Kuna Fire Station No. 1 150 West Boise Street Kuna, Idaho 83634

MEETING AGENDA

Action Item	ACTION ITEM NOTATION: Any agenda item that may have a vote is identified with the appearance of the “Action Item” in the left column of this Meeting Agenda. Such designation does not require that a vote be taken on that item and is inclusive of all items listed in the same agenda number row.
1. Action Item	Open Meeting
2.	Roll Call of the membership of the Joint Committees
3. Action Item	Elect Chairman
4. Action Item	Receive the report of the postings of this meeting’s agenda notice Motion to Receive Agenda Notice Posting Report to set the Agenda [establishes the timely postings of the agenda under Open Meeting Law] <ul style="list-style-type: none"> • If Needed - Motion to Approve an amended Agenda Notice as last posted is needed only when there has been a posting of an amended agenda less than forty-eight (48) hours before a regular monthly meeting or less than twenty-four (24) hours before a special meeting
5. Action Item	Approve Meeting Minutes <ul style="list-style-type: none"> • July 2, 2019
6. Action Items	<ul style="list-style-type: none"> • Financial Review • Review of current CIP
7. Action Item	Date, Time and Location for the next Meeting <ul style="list-style-type: none"> • If necessary, set date/time and location of next meeting
8. Action Item	Adjournment -Motion to adjourn