



PUBLIC WORKSHOP NOTICE & AGENDA

KUNA URBAN RENEWAL AGENCY

August 27, 2020

City Council Chambers

Two Public Workshops

12:00 – 1:00 pm and 6:00 – 7:00 pm

751 W. 4th Street

Kuna, Idaho

Due to social distancing protocol,

the Council Chambers Audience Occupancy Capacity is 15.

Social Distancing will be required.

The first 15 persons who appear, in addition URA Council, and staff, will be allowed in Council Chambers. All other persons may access the meeting via Live Streaming.

The workshops will be conducted through the use of a video conference call (zoom) for Board Members, City Staff, Consultants and the Public. Persons who wish to provide comment may do so by emailing Lisa Holland at lholland@kunaid.gov on or before August 27, 2020 or by participating in the survey poll on the Urban Renewal Agency Website: <https://kunacity.id.gov/518/Kuna-Urban-Renewal-Agency>.

City staff will be available in person at City Hall for anyone who would like to attend in person. This is a public workshop. There may be a quorum of Urban Renewal Agency Board members at the 6:00 pm meeting, but there will be no action items taken. This is an informative session with interactive community feedback opportunities.

The public may also join either workshop session on Zoom or by telephone:

Urban Renewal Workshop #1

8/27 from 12:00 - 1:00 pm:

Zoom Link:

<https://jubengineers.zoom.us/j/96657723345?pwd=eDJJCcTMvQ204WWNQWEI2NEVGZzR6QT09>

Meeting ID: 966 5772 3345

Passcode: 293893

Call In Option: 253.215.8782

Urban Renewal Workshop #2

8/27 from 6:00 pm - 7:00 pm

Zoom Link:

<https://jubengineers.zoom.us/j/99337067170?pwd=ZkhuS0lhTWVxYUJmcVZuV3hKbjFSdz09>

Meeting ID: 993 3706 7170

Passcode: 715532

Call In Option: 253.215.8782

We will also livestream the evening workshop (6:00 pm) on the Kuna Economic Development Facebook page:

<https://www.facebook.com/KunaEconDev/>

AGENDA

1. Welcome & Introductions
2. Why Urban Renewal for Kuna?
3. What is an Urban Renewal District?
4. Maps & Planning Area
5. Projects & Priorities
6. Community Feedback (throughout workshop)
7. Adjourn