# City of Beaverton DDA Regular Meeting Minutes

# August 12, 2024

Meeting was opened by Renee Lang at 5:15 PM at the Beaverton City Hall

Pledge of Allegiance recited by all present

### Roll Call:

Present: Jason Blades, Mayor Ray Nau, Christine Gerace, Scott Govitz,

Cindy Trumble, Renee Lang, Kurt Grove, Kelly Wyrembelski

Absent: None

City Staff: City Manager Shannon Sirpilla, City Clerk Janelle Keen

# Approval of Regular Meeting Minutes dated July 8, 2024.

Motion by Mayor Nau second by Wyrembelski to approve minutes as written. All voting aye, motion carried.

**Financial Reports:** Motion by Mayor Nau, second by Trumble to approve July financial report. All voting aye, motion carried.

#### Old Business:

- Trailhead Park DNR Improvement Grant: Govitz stated that the cost of the project is more than the funds that are available. The overlook deck would have been approximately \$98,000. A floating dock, with photos that were presented to council members at the meeting, would be \$25,131.96 and would have a railing around it. There will be steps going down to the dock. Sirpilla stated that we do not have to be ADA compliant. The DNR has approved the new design. The two companies that submitted a bid will be able to submit a new bid for the new design of new elements and whole project. The DNR said we could extend the grant if needed could take us into a spring project or finish. Motion by Nau, second by Grove to approve installation of floating dock.
- Fassett Property Sale: No inquiries have been received for the sale of the Fassett property. Wyrembelski suggested listing it with a realtor for more exposure. Sirpilla will check into it and also update the listing on Zillow. Govitz indicated it will be an item for the new DDA contractor to work on.
- Huntington Bank Parking Lot: Huntington bank has not contacted anyone yet so Sirpilla will reach out to them again.
- SPARKS Grant: A \$765,000 agreement was received. The project will go out for bid as soon as the RFP is completed by Tracy and approved by CMF.

- Blight Grant/MDRD Grant: This project will move forward when the Community Development Coordinator starts his position with the City
- Hiring: Matt Lang will start his new position as Director of Downtown & Community Development on August 19, 2024.
- EGLE Grant: One grant was written for over \$287,738.37 for housing rehabilitation and a second one for up to \$352,000 for Ross Lake engineering toward improvements. These grants have been submitted.
  Others could be written for the Consumers Energy Community grant for up to \$250,000.

## **New Business:**

- DDA Members: Govitz suggested waiting until the next meeting to work with Matt to fill the empty DDA seats.
- Santa's Light Crew: Snowflakes need bulbs replaced. Colors can be changed. The wires and paint on the snowflakes are wearing out. Estimate to recondition snowflakes is \$5,500-\$6,500 from a company in GA and they would need snowflakes by April. Reconditioning would include stripping all bulbs and wires, sandblasting snowflakes, painting and installing new wires and bulbs. The cost for new is \$500-\$550 each for 33 snowflakes. More outlets are needed on several buildings. One of the first projects for Matt can be a letter drafted to businesses to cost share for the lights and possibly work on a fundraiser to raise money for the holiday lighting on the bridge. DDA members decided bulb colors would be red/white and blue/white and await a future decision on the other elements.
- DDA Leadership: Renee Lang will be stepping down from the DDA Chairperson position. Govitz will work on bringing information to fill the open positions at the next meeting

### Other Communication:

On October 26<sup>th</sup>, Ray is planning a Street Fest. There will be a cornhole tournament, live music and a street dance along with other activities. Ray will work with Shawna and BABA to coordinate the Street Fest plan.
Motion by Nau, second by Govitz to adjourn meeting at 6:00pm. All voting aye, meeting adjourned.

Respectfully submitted

Janelle Keen City Clerk