



**City of Portola
 Regular Meeting
 May 25, 2022 06:00 PM
 35 Third Ave Portola 96122
<https://www.cityofportola.com/>**

COUNCILMEMBERS

Mayor Pat Morton • Mayor Pro Tem Tom Cooley • Councilmember Phil Oels • Councilmember Stan Peiler • Councilmember Bill Powers

REASONABLE ACCOMMODATIONS: Meeting facilities are accessible to persons with disabilities. Reasonable efforts will be made to accommodate the participation of the disabled in the City’s public meetings. If special accommodation for the disabled is needed, please notify the City at 530.832.6801 at least 48 hours prior to the meeting.

As permitted by Executive Order N-29-20, proclaiming a State of Emergency in the State of California, the City Council Chamber at City Hall will not be accessible to the public for this City of Portola’s Regular City Council meeting.

The City Council meeting is accessible to the public via live streaming at: <https://zoom.us/j/3583067836> or by phone at: Phone Number 1.669.900.6833; Meeting ID: 358 306 7836.

Any person desiring to address the City Council on any item not on the agenda may, after accurately identifying themselves, do so during public comment. Public comment will be accepted during the meeting via Zoom using the “Raise Hand” feature or *9 on a telephone on any item on the agenda at any time beginning at 6:00 p.m. and ending at the close of public comment on the item.

Public Comment can be made by clicking on the "comment" section directly from the agenda, next to each agenda item.

Public comment will also be accepted via email sent to Tara Kindall, Deputy City Clerk, tkindall@cityofportola.com which if received at least [24 or 48] hours prior to commencement of the meeting will be distributed to the Council and posted to the City’s website prior to the meeting

1. Call to Order

- A. Pledge of Allegiance
- B. Roll Call

2. Public Comments

Discussion  [Comment](#)

This section is intended to provide members of the public with an opportunity to comment on any subject that does not appear on this agenda. Please note that California law prohibits the City Council from taking action on any matter which is not on the posted agenda, unless it is determined to be an urgency item by the City Council. Any member of the public wishing to address the City Council during “**PUBLIC COMMENT**” shall first secure permission of the presiding officer, stand; may give his/her name and address to the Clerk for the record. Each person addressing the City Council shall be limited to three minutes ordinarily, unless the presiding officer indicates a different amount will be allotted.

3. CITY COMMUNICATIONS

Discussion  [Comment](#)

A.
City Council Communications / Committee Reports

B.
Staff Communications / Fire Report / Sheriff's Report / Air Quality Report

C.
City Manager Report

4. Consent Agenda

Discussion Possible Action  [Comment](#) 

These items are expected to be routine and non-controversial. The City Council will act upon them at one time without discussion. Any Councilmembers, staff member or interested party may request that an item be removed from the consent agenda for discussion. Additional budget appropriations will require a four/fifths roll call vote.

A.

Claims- Adopt Resolution No. 2506 authorizing payment of claims for the period of May 07 through May 25, 2022

Accounts Payable: \$ 40,207.48

Payroll: \$ 29,430.72

Total: \$ 69,638.20

DEPOSIT REFUND NUMBERS 43876-43877

VOID CHECK NUMBERS 43878-43916

B.

Minutes - Adopt Minutes or the City Council Regular Meeting held on May 11, 2022

5. Road Maintenance & Rehabilitation Account (RMRA) Funds Resolution

Discussion Possible Action  [Comment](#) 

Adopt Resolution No. 2507 - Annual adoption of SB1 project list

6. Music in the Park

Discussion Possible Action  [Comment](#) 

At the March 9th meeting of the City Council, the Council approved \$7,000 for the Summer of 2022 Music in the park series. Council member Powers will provide an update as to the schedule and the increase in funding that he is requesting for the 2022 series.

7. Adjournment