

URBANDALE SANITARY SEWER DISTRICT MEETING

via Zoom Meeting*

*Community Development & Engineering/Public Works Building
3600 86th Street*

Thursday, March 25, 2021 @ 3:30 p.m.

AGENDA

1. Roll Call.
2. Approval of Minutes – Regular Meeting – March 9, 2021.
3. Approval of Bills.
4. Citizens Forum.
5. Attorney’s Items.
 - a) Discussion of Financial Matters, if any.
 - b) Report on CIP Projects – Current and/or Future.
 - c) Other Matters, if any.
6. District Engineer’s Items.
 - a) Update on WRA and Subcommittees, if any.
 - b) Other Matters, if any.
7. City Engineer’s Items.
 - a) Monthly Report – February 2021.
 - b) Revised Preliminary Plat Review, “Waterford Pointe Townhomes Plat 1.”
 - c) Site Plan Review, “Barrett Park Natural Playscape,” 5301 156th Street.
 - d) Proposed 2021 Sanitary Sewer Lining Program.
 - e) Backup Claim – 9001 Boston Avenue.
 - f) Other Matters, if any.
8. Adjournment – Next Regular Meeting on April 13, 2021.

*Due to the COVID-19 pandemic and associated protocols, this meeting of the Urbandale Sanitary Sewer District is being held electronically. The District will still provide public access to the conversation via Zoom meeting by way of video or telephone conference. Meeting minutes will continue to be kept and are always available online or via the City Engineer and Public Works Office.

Join Zoom Meeting by Video:

<https://us02web.zoom.us/j/84475716651?pwd=WEZBRzVZSDNURmVSTGhyUXpDYzJnZz09>

Meeting ID: 844 7571 6651

Passcode: 267873

Join Zoom Meeting by Telephone: #312-626-6799

Meeting ID: 844 7571 6651

Passcode: 267873

Residents are asked to notify the District Secretary, Samantha Dickson, if they desire to speak. Please note that public comments will only be heard during citizen's forum and public hearings, please keep your audio on mute until recognized by the Trustees. Residents may also submit remarks ahead of time via email to the District Secretary: sdickson@urbandale.org Please make your comments in accordance with the [City's Standards of Participation](#).