

**WESTFIR CITY BUDGET COMMITTEE MEETING**  
**Tuesday, April 19, 2022**  
**In-person meeting at City Hall and via audio/video teleconference**  
**5:00 p.m.**

**AGENDA**

**CALL MEETING TO ORDER**

**ESTABLISH QUORUM** – Roll call

**APPOINTMENT OF BUDGET CHAIRPERSON**

**DELIVERY OF BUDGET MESSAGE** – Nicole Tritten, Budget Officer

**PUBLIC COMMENT ON PROPOSED BUDGET**

**DISCUSS AND REVISE BUDGET**

**\* APPROVE BUDGET** – Action required

Sample motion: “I move that the budget committee of the City of Westfir approve the budget for the fiscal year 2022–2023 in the amount of...”

**RECESS MEETING (if meeting again)**

**\* MAY BE APPROVED AT FUTURE MEETING IF NECESSARY \***

## **How to Participate**

**In-person at City Hall at 47441 Westoak Road or via video or phone on the Zoom platform.** Detailed instructions for Zoom participation will be on the City website:

<https://www.ci.westfir.or.us>

If you have any questions about how to participate, please contact the City by phone (541-782-3983) or e-mail ([cityhall@ci.westfir.or.us](mailto:cityhall@ci.westfir.or.us)). Prior to the meeting, you are also encouraged to submit questions and comments by phone or e-mail.

**Use your computer, tablet or smartphone** and go to:

<https://us02web.zoom.us/j/81775601289>

**Alternatively, use your telephone** to dial one of these numbers (tolls may apply):

1-253-215-8782

1-669-900-6833

1-346-248-7799

When prompted, enter this Meeting ID:

817 7560 1289

**When you submit a question or comment during the meeting, please state your full name.**

Ask to be recognized by clicking the **Raise Hand** icon (or by pressing \*9 on your phone). You'll see the **Raise Hand** icon after you click the **Reactions** icon. You'll be recognized to speak during the public comment period of the agenda.

Online participants can also **submit questions and comments at any time** during the meeting by clicking the **Chat** icon.

Click the **Mute / Unmute** icon (or press \*6 on your phone) to mute or unmute your microphone.