## **CITY of LA GRANDE**

# URBAN RENEWAL AGENCY WORK SESSION

Monday, August 20, 2018 6:00 p.m.

### **Council Chambers**

La Grande City Hall 1000 Adams Avenue La Grande, Oregon

# **AGENDA**

The purpose of an Agency Work Session is to provide the Agency with an opportunity to informally discuss topics of common concern and interest and to exchange ideas with Staff, not to make decisions or to direct Staff toward a specific action or conclusion beyond identifying additional information the Agency would like to have presented at a later date. As no decisions are made, there will be no voting by the Agency at the Work Session. The District Manager or members of the Staff may confirm any additional information the Agency requires as part of any future discussions regarding the presented topic(s). If a Work Session topic subsequently requires official action, it will become an action (voting) item on a following Regular Session Agenda. In accordance with the Oregon Public Meetings Law, Agency Work Sessions are open to the public; however, in order to make efficient use of time, public comments and questions generally are not entertained during the discussion segment of the Work Session. Time may be designated for public comments at the conclusion of the discussion at the discretion of the Agency. Members of the public are routinely provided with an opportunity to address the Agency during the Public Comments portion of each Regular Session Agenda.

1. CALL to ORDER

6:00 p.m.

~ Steve Clements, Mayor

## 2. Liberty Theatre Update

- ~ Michael Jaeger, Liberty Theatre
- ~ Tom Farnham, Liberty Theatre
  - a. Current project status
  - b. Revised scope of work

#### 3. Liberty Theatre Loan Agreement

- ~ Robert Strope, District Manager
  - a. Current loan agreement status
  - b. Potential options
    - 1. Extend deadline without changes to requirements
    - 2. Extend deadline with changes to requirements
    - 3. Replace agreement with deed restrictions on use of the property

4. ADJOURN 7:00 P.M.

Kayla M. Nichols
Interim City Recorder