**TOWN OF WHITEHALL**

**P.O. BOX 529**

**WHITEHALL, MT 59759**

**April 21st, 2025**

*There will be a regular council meeting of the Whitehall Town Council on* ***Monday, April 21st, 2025 at 7:00 pm****. The meeting will be held in the Town Hall Council Chambers at 207 East Legion Ave.*

The agenda is as follows:

**AGENDA**

**I. CALL TO ORDER**

**II. INTRODUCTIONS**

**III. PLEDGE OF ALLEGIANCE**

**IV. PUBLIC COMMENT ON AGENDA ITEMS**

**V. AGENDA APPROVAL**

**VI. APPROVAL OF MINUTES**

**VII. PRESENTATIONS**

1. Jefferson Valley EMS supplied AED donated to Town Hall

**VIII. REPORTS - PLEASE KEEP REPORTS WITHIN A 3 TO 5-MINUTE SYNOPSIS**

1. Mayor's Report and Public Service Announcements
2. Officer's Reports
   1. Attorney
   2. Clerk
   3. Public Works
   4. Fire Chief
   5. Sheriff
   6. County Commissioner
3. Committee/Board Reports
   1. Planning Board
   2. Sewer, Water, Garbage, Streets, Alleys, and Sidewalks
   3. Parks, Trees, and Cemetery
   4. Pool Board
   5. Rec Complex
   6. Whitehall Tax Incremental Finance District

**VIII. CONSENT AGENDA**

**Business License**

**Starrbuds**

**Helfrich Electric and Automation**

**TIFF Board**

**Rotary Club Picnic Table**

**Dave Torgeson’s Final Bill**

**John Janik’s Partial Bill**

**Planning Board**

**Development Permit –** Whitehall Pharmacy fence, 411 E Legion

**Development Permit –** David Jones cement pad, 411 1st Street W

**Rec Board**

**Bill Gillespie –** verbal resignation from Rec Board

**XI. OLD BUSINESS**

1. Pool Fundraising Fund (2393) Spending Policy

**XII. NEW BUSINESS**

1. Jefferson Valley EMS ambulance barn & John Janik’s split commercial lot – Lee Burner

**XIII. PUBLIC COMMENT**

Nothing is debated or voted on during public comment. This is where the public gets the opportunity to talk about anything that is NOT on the agenda.

**XIV. UNSCHEDULED MATTERS**

**XV BILL/CLAIM APPROVAL LIST TO BE SIGNED BY ALL COUNCIL MEMBERS**

**XVI. ADJOURNMENT**

Next Regular Council Meeting, **Monday, May 19th, 2025 at 7:00 p.m**.