RESOLUTION NO. 8668

BY THE COUNCIL:

BAKER, COLES, TATE, TWILEGAR, WEBB AND WETHERELL.

A RESOLUTION AUTHORIZING THE APPOINTMENT OF AN EXPANDED BOARD OF COMMISSIONERS TO THE BOISE REDEVELOPMENT AGENCY PURSUANT TO THE AUTHORITY CONTAINED WITHIN IDAHO CODE SECTION 50-2006; AND PROVIDING AN EFFECTIVE DATE.

WHEREAS, pursuant to Resolution No. 1154, adopted and approved on August 22, 1965, the public body politic incorporate known and designated as the Boise Redevelonent Agency was created to exercise the powers and perform the functions and duties prescribed by Chapter 20, Title 50, Idaho Code; and

WHEREAS, pursuant to Resolution No. 1165, adopted and approved on April 25, 1966, a general neighborhood renewal area was established in which to conduct and perform urban renewal activities consistent with the plans, projects, capacity and resources of the Boise Redevelopment Agency; and

WHEREAS, the City Council retains final approval and authority over urban renewal plans and/or amendments; and

WHEREAS, the City's Comprehensive Plan, Zoning Regulations, Conditional use Permits, height regulations and other such controls fall under the purview of the City Council; and

WHEREAS, the City Council, by Boise City Ordinance No. 4478, dated April 16, 1984, repealed Ordinance No. 3854 which

appointed and designated the Council as the Board of Commissioners as the Boise Redevelopment Agency; and

WHEREAS, on February 20, 1986, Governor John B. Evans, Governor of the State of Idaho, signed an amendment to Idaho Code 50-2006(b)(1) and Idaho Code 50-2017 which provides for an expanded Board of Commissioners of an urban renewal agency and allows for the appointment of such members of the Board of Commissioners to include elected officials of the local governing body; and

WHEREAS, the Council continues to find requisite necessity pursuant to Idaho Code Section 50-2005 with the independent public body corporate and politic known as the Boise Redevelopment Agency and has expressed its desire that the Mayor, with the advice and consent of the City Council, appoint four additional members to the Boise Redevelopment Agency pursuant to Idaho Code 50-2006 as amended.

NOW, THEREFORE, BE IT RESOLVED BY THE MAYOR AND COUNCIL OF THE CITY OF BOISE CITY, IDAHO:

is, authorized and directed to appoint by and with the advice and consent of the Boise City Council, and pursuant to authority contained within Idaho Code 50-2006 as amended an expanded Board of Commissioners of the Boise Redevelopment Agency.

Section 2. That this Resolution shall be in full force and effect immediately upon its adoption and approval.

ADOPTED by the Council of the City of Boise City, Idaho,

this	4th	day of _	March	, 1986.			
	ΑP	PROVED by	the Mayor of	the City o	of Boise	City,	Idaho,
this	5th	day of _	March	, 1986.			
				APPRO	OVED:		
				his	Lyc	E	
				Mayor			

ATTEST:

February 26, 1986

TO:
RE: Ada County Housing Authority/Boise City Housing Authority Citizens Panel
Dear:
Thank you for agreeing to serve on the joint Ada County/Boise City Citizens' panel which has been formed to look into the management and function of the Boise City Housing Authority and the Ada County Housing Authority.
The Mayor of the City of Boise and the Board of Ada County Commissioners charge you with the task of investigating citizen and employee complaints about the Ada County/Boise City Housing Authority.
We ask that you conduct an onsite examination of the physical assets of these two housing authorities and when your investigation of the complaints and the physical assets of the housing authorities are completed, to make recommendations to the City and County on management and consolidation of these two boards.
Please feel free to contact any of the below-signed individuals, the City Attorney's Office, or the Civil Division of the Prosecutor's Office if you have any questions concerning that which has been asked of you.
Sincerely,
Dirk Kempthorne, Mayor City of Boise
ROARD OF ADA COUNTY COMMISSIONERS
By: Doyle C. Miner, Chairman
By: Ed Riddle, Commissioner
By: Michael L. Johnson, Commissioner