

Mayor – Angela Russell
Recorder – Rhonda Ardemagni
City Attorney –Justin Eichmann
Law Firm--Harrington-Miller
City Engineer – Garver Engineers



Ward 1 Position 1 - Misty Piazza
Ward 1 Position 2– Amber Ibarra
Ward 2 Position 1—Daniel Montez
Ward 2 Position 2—Larry Ardemagni
Ward 3 Position 1—Mike Washkowiak
Ward 3 Position 2—Tim Burress

Committee of The Whole
June 6, 2023
Agenda

The Tontitown Committee of the Whole meeting is scheduled for Tuesday June 6, 2023, at 6:00 p.m. at the Tontitown City Hall, Tontitown, Arkansas and via Zoom and YouTube visit <https://zoom.us/j/95097016958>

Meeting ID: 950 9701 6958 or join by phone at +1 (312) 626-6799. When prompted for Meeting ID: 950 9701 6958#
If you do not have a Participant Number: press #

If you wish to watch Online without interactively participating, you can stream the meeting online via YouTube, from our YouTube Channel:

- By PC, Mac, iOS (iPhone), or Android: Navigate to the “Tontitown City Hall” channel:

<https://www.youtube.com/channel/UClbUv481CeNFF2JNwoOsrNQ>

1. Meeting Call to Order
2. Roll Call
3. Pledge of Allegiance
4. Approval of Agenda
5. Approval of May 2, 2023, COW Minutes
6. Comments from Citizens
7. Old Business:
 - A. Discussion of Tontitown Municipal Code Chapter 110: General Licensing Provisions and Chapter 153.142 Residential Accessory Uses – Tim
8. New Business:
 - A. Discussion of a resolution to approve and adopt the Tontitown Vision Plan 2023 for the city of Tontitown, Arkansas – Angie/Planning
 - B. Discussion of the 10-year improvement plan – Angie/Mark Latham
 - C. Discussion of an ordinance to amend section 153.060 Zoning district established and section 153.080 Agriculture and Residential District; General description – Angie
 - D. Discussion of an ordinance to amend and replace various sections of chapter 152 through 154 of the Tontitown Municipal Code – Angie
 - E. Discussion of yard waste/Compost options – Daniel
9. Comments from Council Members
10. Comments from Mayor
11. Comments from Attorney
12. Adjournment