



CITY OF GEARHART

CITY ADMINISTRATOR REPORT

Status Updates for Monthly City Council Meeting

DATE: March 28, 2025

TO: Mayor and City Council

FROM: Chad Sweet, City Administrator

Meetings & Coordination

- Attended Kloth workgroup meeting and FFA design workshop
- Participated in various planning meetings (zone changes, plans, and conditional use discussions)
- Attended multiple meetings with planning and the Cottages land owners
- Attended monthly MAC group meeting
- Attended Planning Commission meeting
- Hosted City Manager's meeting at the fire station
- Met with PacifiCorp for area management transfer
- Met with Mueller and Drew from Consolidated for AMR training
- Met with various councilors multiple times
- Met with County Manager re: water infrastructure - Don Bohn
- Met with new Warrenton Public Works Director - Kevin Gorman
- Attended the Oregon Legislature's Joint Ways and Means Committee public hearing
- Met with Councilor Kloepper and two ODFW staff members re: development at 2nd St
- Attended Capital Funding meeting at the Liberty Theatre

Code Enforcement

- More tree permit and beaches and dunes permit site reviews
- Discussed R-1 zone infraction case with staff and legal counsel - agreement signed, dismissal in progress

Special Projects & Grants

- Met with Chris (Hyatt) regarding draft Water Right application
 - ◆ City received draft, goal for OWRD submission end of April
- Working with PSU, Huda Alkitkat, Ph.D., Peter and City staff on population, water usage and voter statistics for the population estimate appeal
- Submitted Capital Funding Request project information forms to the Legislative Fiscal Office

Of Note

- SAVE THE DATES:
 - ◆ Budget Meeting – Tuesday, April 15th 6p
 - ◆ Earth Day: Clean Up Day & Cans for Coho – Saturday, April 19th 8a-11
 - ◆ Emergency Cache Container Program 2025 ACCESS DAY #1 – Saturday, April 19th 9a-11a
 - ◆ Council 5th Tuesday Worksession – Tuesday, April 29th 6:30p (agenda TBD)
 - ◆ Public Safety Building Community Meeting #4 – Monday, May 19th 6-7:30p @ GVFD