

Riverfront Leadership Team Meeting

November 2, 2020
5:30 PM Mountain Time (US and Canada)

Dial by your location
+1 253 215 8782 US (Tacoma)
+1 213 338 8477 US (Los Angeles)
+1 267 831 0333 US (Philadelphia)

Meeting ID: 852 1121 7355

AGENDA

Call the meeting to order

1. Approve minutes for [October 5, 2020](#)
2. Items to be discussed
 - Update on Website – Jessica Goodburn
 - Discuss and plan the General meeting flow
 - Discuss current structure of the Neighborhood Council
 - Roles within for the next year beginning 9/1/2020
 - Ed Nolder continuing on Forum for one year
3. Discussion on the November 18, 2020 General Meeting – Christine Littig/Kelly Elam
4. Items that need to be voted on
 - Roles within the Neighborhood Council or at the General Meeting
5. Community Forum Report
 - Report from October 22, 2020 - Ed Nolder
6. Office of Neighborhoods Report – Kelly Elam
7. Public comment on non-agenda items
8. Announcements

Colin Woodrow, Neighborhood Coordinator
Kelly Elam, Program Assistant

woodrowc@ci.missoula.mt.us
elamk@ci.missoula.mt.us

552-6081
552-6084

Zoom Tips

1. If you are on a computer you can press your space bar to temporarily unmute yourself while you speak.
2. Wearing headphones with a microphone in them helps with audio sound.
3. If your video is on remember we can all see you and what you are doing.
4. If you turn on Gallery view you can see everyone at once.
5. If someone is presenting you can pin the video so you see them take up the full screen.

Joining Meeting by Phone

If you join the meeting by cell phone here is how you mute yourself.

*6 - Toggle mute/unmute

*9 - Raise hand (this can help you get seen by the host if you would like to speak as we cannot see you)

What is important to Riverfront Neighbors? (Tiered by importance)

- Traffic light at Cregg Lane and Orange Street
- Stadium issues
- Making stop sign at California and Wyoming permanent
- 5th and 6th Street reconfiguration
- Abandoned vehicles/trailers
- California Street
- Hickory Street gate
- Russell Street