

OFFICIAL MINUTES
SPECIAL MEETING
HAYDEN AREA REGIONAL SEWER BOARD
July 24, 2025

The Special meeting of the Hayden Area Regional Sewer Board (HARSB) was held on July 24, 2025, in the Hayden Area Regional Sewer Board Administration Building at 10789 N. Atlas Road, Hayden, Idaho.

The meeting was called to order by Leslie Duncan, Board Member at 5:01 p.m...

Roll Call was then taken:

City of Hayden- Matt Roetter- yes via telephone
Hayden Lake Sewer District- Geoffrey Harvey-yes
Kootenai County- Commissioner Leslie Duncan- yes

Discussion, Approval to send 2025-2026 Budget to Entities for Approval

Geoffrey Harvey discussed the Hayden Lake Sewer District requirements in order to approve the HARSB tentative 2025-2026 budget, see attached addendum. The District also wants the interceptor's percentage to be at 26% for the District, and the replacement costs to reflect the same as those on the 2025-2026 payment schedule.

Board discussion occurred regarding the interceptor percentage change on the payment schedule, due to it not being an agendaized action cannot be changed; this will be an agendaized action in August.

Board discussion occurred regarding what the District has proposed on the budget. Discussion occurred regarding the process and what needs to happen when: August 21st board meeting for approval to publish budget, September 4 & 11 publication, with tentative public hearing September 18th.

It was moved by Geoffrey Harvey, and seconded by Matt Roetter, to send the proposed 2025-2026 budget as presented with corrections to lines 206, 207, 208 to reflect the current percentages listed on the proposed 2025-2026 payment schedule and the inclusion of the Addendum for lines 254, 281, 249 to send to the entities for approval for publication.

Roll Call was then taken:

City of Hayden- Matt Roetter- yes
Hayden Lake Sewer District- Geoffrey Harvey-yes
Kootenai County- Commissioner Leslie Duncan- yes

Motion Carried.

Meeting adjourned at 5:27 p.m.



Leslie Duncan, Chairmain



Stephanie Oliver, Secretary