

**Bonner County Solid Waste Advisory Committee  
Meeting Agenda**

**Monday, January 11, 2021 9:00 A.M.**

Third Floor, Bonner County Administration Building  
1500 Hwy 2, Ste. 338, Sandpoint, Idaho

**Pledge of Allegiance**

1. Approval SWAC Meeting Minutes
2. Public Comment to the Board

Action Items / Discussion – Decision – Recommendation

3. Old Business
  - Recycling
  - Composting
4. New Business
  - Waste and Traffic Count Report
  - Midway Site Update
  - Burning Update
  - Proposed Plan, Curtain Burner
  - Rural Development Loan Update
5. Miscellaneous Business
6. Adjournment of SWAC Meeting

Executive Session: Under Idaho Code §74-206§ may be held to discuss (a) Hiring (b) Personnel Matters, (c) Acquisition of Real Property, and /or (f) Pending Litigation. Any person needing special accommodations to participate in the above-mentioned meeting should contact the Commissioners' Office one day prior to the meeting by calling (208) 265-1438.

You are invited to a Zoom webinar.

When: Jan 11, 2021 09:00 AM Pacific Time (US and Canada)

Topic: Bonner County Board of Commissioners Meeting - Solid Waste Advisory Committee

Please click the link below to join the webinar:

<https://bonnercounty.zoom.us/j/96451802957>

Or iPhone one-tap :

US: +13462487799,,96451802957# or +16699006833,,96451802957#

Or Telephone:

Dial(for higher quality, dial a number based on your current location):

US: +1 346 248 7799 or +1 669 900 6833 or +1 253 215 8782 or +1 312 626 6799 or +1 646 876 9923 or +1  
301 715 8592

Webinar ID: 964 5180 2957

International numbers available: <https://bonnercounty.zoom.us/j/96451802957>

Or an H.323/SIP room system:

H.323:

162.255.37.11 (US West)

162.255.36.11 (US East)

115.114.131.7 (India Mumbai)

115.114.115.7 (India Hyderabad)

213.19.144.110 (Amsterdam Netherlands)

213.244.140.110 (Germany)

103.122.166.55 (Australia)

149.137.40.110 (Singapore)

64.211.144.160 (Brazil)

69.174.57.160 (Canada)

207.226.132.110 (Japan)

Meeting ID: 964 5180 2957

SIP: 96451802957@zoomcrc.com