

CITY OF AZTEC
SPECIAL COMMISSION MEETING MINUTES
January 29, 2020

I. CALL TO ORDER

Mayor Victor Snover called the Meeting to order at 6:01 pm at the Aztec City Commission Room, City Hall, 201 W. Chaco, Aztec, NM.

II. INVOCATION AND PLEDGE OF ALLEGIANCE

- A. Invocation (led by Commissioner Sipe)
- B. United States Pledge of Allegiance (led by Commissioner Randall)
- C. New Mexico pledge of Allegiance (led by Commissioner Randall)

III. ROLL CALL

Members Present: Mayor Victor Snover; Mayor Pro-Tem Fry
Commissioner Sipe; Commissioner Mark
Lewis; Commissioner Austin Randall

Members Absent: NONE

Others Present: City Manager Steve Mueller; City Attorney Nicci Unsicker;
Project Manager Ed Kotyk; City Clerk Karla Sayler (see
attendance sheet)

IV. APPROVAL OF AGENDA ITEMS

MOVED by Commissioner Lewis to approve the agenda as given;
SECONDED by Mayor Pro-Tem Fry

All voted Aye: Motion passed five to zero

V. BUSINESS ITEMS

A. 2020 Capital Request Outdoor Recreation Manufacturing and Retail Facility
Development

City Manager Steve Mueller mentioned that the NM Legislature has just gone into a 30 day session and there have been recent discussions with the City and the Governor's office and the possibility of additional funding has come to our attention. The item that is being proposed is for an outdoor recreational manufacturing or retail facility in Riverside Park. The location in Riverside that has

been identified for this project is large dirt parking area on the North side. Staff has done some preliminary investigation, a local company has performed some GEO testing. It is suitable for a project like this, the conditions done there would require some engineer fill but it is possible. This is just one idea that has been discussed recently.

Mayor Snover mentioned that we are looking to diversify our economy and this is a long range opportunity to diversify in the outdoor recreational space and the other local communities are looking to do this as well.

Community Development Director Steven Saavedra explained that to the best of his knowledge SJC does not have a facility devoted to outdoor recreation and the construction of this facility would be the first of its kind in SJC. It is an ambitious project but if we are going to be looking at diversifying the economy this is a way to combine the 2. Steven mentioned that at Riverside, the spot next to O'Reileys and the 20 acres across Aztec Blvd. have all been considered.

Commissioner Sipe mentioned that she had several problems with this, a project of this magnitude there should have been previous discussions or workshops on this. It involves one of our premiere parks and we've spent a lot of money to get the park in the shape that it is in now. It is on our Park's Plan which involved the public who helped develop the plan. She is all for helping business and the economy but if you put manufacturing and retail in the park it will no longer be a public park. She does not want to be locked into Riverside with the submittal of this and she worries about the flood plain.

Steven explained that idea is not to compete with the park but to compliment the park. He mentioned that it would change the look of the park. The building would need to be positioned away from the gas well and the power lines. He mentioned that North Main is another viable option.

Mayor Pro-Tem Fry felt that we didn't have enough research to be locked into Riverside.

MOVED by Commissioner Sipe to approve the submittal of the 2020Capital Outlay request to the New Mexico Legislature for the development of an outdoor recreational manufacturing and/or retail facility on City owned or property to be acquired in Aztec NM in the amount of \$6 million dollars SECONDED by Mayor Pro-Tem Fry

A Roll Call was taken: All voted Aye: Motion passed five to zero

VI. ADJOURNMENT

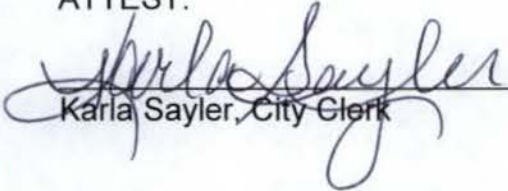
Mayor Snover moved to adjourn the meeting at 7:05 pm SECONDED by
Commissioner Lewis





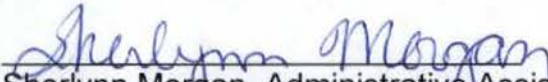
Mayor, Victor Snover

ATTEST:



Karla Saylor, City Clerk

MINUTES PREPARED BY:



Sherlynn Morgan, Administrative Assistant

