

The Word on the Street

www.StaytonOregon.gov

City of Stayton's Monthly Newsletter

Stayton Contacts

City Hall (503) 769-3425

Public Works (503) 769-2919

City Planning (503) 769-2998

Code Enforcement (503) 767-4539

Police Department (503) 769-3423

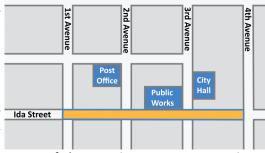
Stayton Family Memorial Pool (503) 767-7665

> Stayton Public Library (503) 769-3133

Ida Street Paving Improvement Project

The Ida Street Paving Improvement Project will be starting this Spring 2024. This project is huge step to improving the streets in Stayton. The construction will be on E. Ida Street between N. 1st Avenue to N. 4th Avenue, starting in April - May 2024 and completed by July 2024.

This project may affect some businesses and residents near Ida St. That is why we are taking steps to work directly with individuals, this includes:



Map of Ida St. Paving Improvement Project

- Open communications with City departments
- Updates for each stage of construction
- Organizing face-to-face informational sessions

In the coming weeks, more information will be available. Stay up to date by following City of Stayton social channels and see our current and upcoming projects in Stayton by checking out www.staytonoregon.gov/page/pw_projects.

If you have additional questions, please contact the **Public Works Department** at (503) 769-2919.

Code Enforcement

Code Enforcement is a department dedicated to reviewing and regulating city code requirements, ordinances, and laws which helps the city maintain public health and safety.

If you have questions about Code Enforcement, please contact Kendra Furry at (503) 767-4539.

To review our Municipal Code or to submit a Code Enforcement Complaint scan the QR code below and follow the instructions.



Community Improvement Grant - Apply Now

The Community Improvement Grant is an initiative designed to help neighborhoods and businesses address community issues, and to support non-profit organizations that provide services to Stayton residents. The grant program is intended to fund items such as landscape improvements, neighborhood clean-up parties, installation of benches, or other improvements that might address a neighborhood or community concern.

This is a competitive grant program that is open to anyone residing or doing business in Stayton. Applications are reviewed by the City staff and selected grants are awarded by the City Council. The grant amounts are expected to be in the range of \$1,000 to \$10,000 each.

Applications are due March 29, 2024 by 5:00 PM. Approved grants will be announced on April 15, 2024.

Please be aware when applying, all funds from the Community Improvement Grant must be spent by **June 30, 2024**.

To learn more about the criteria and how to apply for the Community Improvement Grant, visit https://www.staytonoregon.gov/page/resources com imp grants.

For additional information, please contact Christian Smithrud at csmithrud@staytonoregon.gov or (503) 769-3425 (option 6).









Stayton Adventure Log



This Spring Break, make sure to grab a copy of Stayton's Adventure Log. Explore the city, discover new things, and solve puzzles.

Stayton's Adventure Logs will be available at several locations throughout Stayton including City Hall, Police Department, Stayton Family Memorial Police, Stayton Public Library, and more.

Bring your Adventure Log to City Hall before the end of March and share with us your adventures to receive a **token** of appreciation! *Tokens are limited to one (1) per adventurer.

Public Arts Commission - Join the Team

We currently have **THREE** vacant positions for the Public Arts Commission.

The Public Arts Commission is tasked with promoting educational, cultural, economic, and general welfare of Stayton by actively pursuing the placement of public art in public spaces within Stayton city limits while also serving to preserve and develop public access to the arts.



If you are interested and want to learn more, please visit www.staytonoregon.gov/page/gov boards commissions where you can download an application. If you have any questions, please email us at citygovernment@staytonoregon.gov.

Stayton Family Memorial Pool - New Time

Since February, the Stayton Family Memorial Pool has added two additional open swim times to their schedule. Every **Tuesday** and **Thursday** will now have an Open Swim from **4:30 p.m. to 6:15 p.m**.

The schedule may vary during the Spring Break (March 23 - 31), so make sure to stay up to date by checking the Stayton Family Memorial Pool's <u>page</u> for updates.

For more information, please contact the Stayton Family Memorial Pool at (503) 767-7665.

Stayton Public Library

Library's March Schedule

Fun for all at the Stayton Public Library! You can check the Library's calendar online at <u>calendar.staytonlibrary.org</u>

For more information, please call (503) 769-3313 or send an email to info@staytonlibrary.org.

Can I DIY? Scavenger Collages

Friday, March 8, 3:30-4:30 p.m.

Gather your inspiration and use our collection of doodads to create a unique piece of art! All ages welcome.

<u>DIY Craftshop: Decoupage Birdhouses</u> Thursday, March 14, 5:30 p.m.

Join us to decoupage small birdhouses. Supplies will be provided.

LEGO Build-It!

Tuesday - Friday, March 19-22, 3:30-4:30 p.m.

Release your inner Builder and put your creations on display! What can YOU build with LEGOs?

Simply Spring Crafts

Tuesday - Friday, March 26-29

Break into your creativity during Spring Break by trying out a variety of selfguided simple crafts to take home! This program is available all week during our open hours. All ages welcome.

City of Stayton Calendar - March 2024

Sun	Mon	Tue	Wed	Thu	Fri	Sat
					l 'If I were Mayor' Due	2
3	4 State of the City 6:30 pm City Council 7:00 pm	5 Parks and Recreation Board 6:00 pm	6	7	8	9
10	П	12	13	14	15	16
I7 St. Patrick's Day	18 City Council 7:00 pm	19	20 Library Board 6:00 pm	21	22	23 Spring Break Begins
24	25 Planning Commission 7:00 pm	26	27	28	29	30
Easter Day						

^{*}To learn more about City Council, Boards, and Commissions, visit our City website or watch live on our YouTube page.