CITY OF POLSON STRATEGIC PLAN 2018-2021

City of Polson Mission

We are committed to providing quality municipal services for our citizens, businesses, and visitors.

City of Polson Vision

Polson— A vibrant and well-planned city, growing as a regional center for career opportunities, quality of life and recreation. Promoting cultural diversity and fostering partnerships for economic development in a clean, safe, welcoming community to visit and live.

City of Polson Core Values

- Integrity
- Accountability
- Leadership
- Customer Service
- Stewardship
- Communication

City of Polson Goal Themes

- 1. Community Outreach and Partnerships
- 2. Planning and Annexation
- 3. Funding and Finance
- 4. Organizational Capacity Building
- 5. Infrastructure and Facilities

Goal Theme 1: Community Outreach and Partnerships

ACTION	RESOURCES	YEAR	STATUS
Public Information Officer			
Identify staff for PIO training and	Finance & Administration,	2018	In progress
attend training	Police dept.		

Goal Theme 2: Planning and Annexation

ACTION	RESOURCES	YEAR	STATUS	
Capital Improvement Plan				
Prepare & write CBDG grant	Planning dept.	2018	In progress	
RFP & contract w/ consultant to	CDBG Grant (max \$50,000) +	2018-2019		
create 5-year CIP	1/3 match (max \$16,500)			
Inventory of capital assets; dept.	Consultant & City staff	2019		
capital needs survey; evaluate				
existing projects; capital				
improvement priority list				
Develop & write CIP	Consultant & City staff	2019-2020		
	Annexation Policy Development			
Review City of Polson Extension of	Planning dept.	2018		
Services Plan (2015)				
Complete existing infrastructure	Planning, water & sewer,	2018-2019		
GIS map	streets, GIS			
Evaluate existing infrastructure &	City staff	2018-2019		
zoning in select areas				
Develop Annexation Policy Plan	Planning dept.	2019-2020		

Goal Theme 3: Funding and Finance

ACTION	RESOURCES	YEAR	STATUS
	Resort Tax		
Re-energize Economic	City staff	2019	
Development Council			
Educate the public and hold	Economic Development		
meetings	Council, Representative from		
	resort community		
Work with Economic Development	Economic Development		
Council (EDC) to bring a ballot	Council, City staff, City		
measure initiative to the	Commission		
Commission			
	Impact Fee Review		
Obtain cost estimates for impact	Finance & Administration dept.	2019	
fee review study			
Develop RFP for impact fee review	Finance & Administration dept.	2019	
Contract w/ consultant	Finance & Administration dept.	2019	
Conduct a full review of impact	Consultant & City staff	2020	
fees			
Provide recommendation to City	Consultant, City staff, City	2020	
Commission	Commission		

Goal Theme 4: Organizational Capacity Building

ACTION	RESOURCES	YEAR	STATUS
	Current with Technology		
Integrate web-based book of ordinances on the City website	Municode, Planning dept.	2018	Anticipated completion date: summer 2018
Make all applications on the City website electronically fillable	Planning dept.	2018-2019	In progress
Website booking of park shelters and special events	Parks & Recreation dept. and Planning dept.	2018-2019	In progress
Fill GIS position vacancy	Finance & Administration, Planning dept., Water & Sewer dept.	2018-2019	
Hire consultant to inventory and conduct an analysis of hardware, software, and networking security	Finance & Administration, consultant	2018	In progress
Provide recommendation & best practices	Finance & Administration, consultant	2018-2019	

Goal Theme 5: Infrastructure and Facilities

ACTION	RESOURCES	YEAR	STATUS	
7.01.01.	Public Safety Building			
PHASE I: Project	PHASE I: Project Initiation (Carried Over From 2016-2018 Strategic Plan)			
Identify & Secure Planning Funds	Public Safety Dept Heads, City Manager & Commission	2018 (1 month)	In progress	
Establish Community Support for Project	Project Team & Civilian Committee	9 months (April 2019 special ballot vote)	Application & Selection Process of Committee Members	
	PHASE II: Project Planning/Pre-D	esign		
Evaluate Facility Options to include City Hall and community facilities campus [see City Hall and Community Facilities Campus sections below] / Create Renderings	Project Team, Civilian Committee, Architect/Builder	9 months (before the April 2019 vote)	In progress	
Conduct Site Evaluation	Project Team & Architect/Builder	Runs congruent with evaluating facility options	In progress	
PHASE III: Budgeting & Funding				
Develop Project Design/Construction Cost	Project Team & Architect/Builder	9 months (before the April 2019 vote)	Begins after evaluating facility & site options	
Obtain Project Funding	Project Team, Civilian Committee, Special Bond Consultants	Pending April 2019 special ballot vote	In progress	

Delta Dester O.C. 1 11	PHASE IV: Design & Delivery		C ! ! .
Deliver Design & Construction	Project Team &	2019, after April	Cannot begin
Services	Architect/Builder	vote	until voted upon
Build Facility	Architect/Builder	Mid 2019	Cannot begin until voted upon
Develop Occupancy Strategy	Project Team & Public Safety	Winter	Pending start of
	Dept Heads	2019/Spring 2020	construction
Move In/Occupy	Applicable Public Safety	2020	Pending
	Personnel		completion of facility
	City Hall		,
Appraisal of current city hall (if not	Finance & Administration	Fall 2018	
pursued, remodel/security upgrades to city hall needed)			
Investigate developer interest	Finance & Administration	Fall 2018	
Conversation w/ 1st Citizens Bank	Finance & Administration; bank	Fall 2018	
	funding may be an option		
	Community Facilities Campu	s	1
Design & Construct two little	Project Team &	Same timeline as	
league fields	Architect/Builder	Public Safety	
		Building	
Design & Construct concession	Project Team &	Same timeline as	
complex	Architect/Builder	Public Safety	
•	,	Building	
Relocate/upgrade existing	Project Team &	Same timeline as	
playground	Architect/Builder	Public Safety	
		Building	
Pave parking lot west of existing	Project Team &	Same timeline as	
skate park (this will complement	Architect/Builder	Public Safety	
skate park fundraising and provide		Building	
additional parking for baseball			
fields)			
*Additional features to campus can			master plan
	Street Improvement Projects		T
JB Drive upgrade project:	Planning dept. and Finance &	2018	In progress
historical review of development	Administration		
and meeting with residents			
Formulate on SID	Diamaing dont Figure 9	2010	
Formulate an SID	Planning dept., Finance &	2019	
	Administration, neighborhood residents		
	residents		
Construction phase	Planning dept., Finance &	2020	
construction phase	Administration, City Engineer		
	Streets dept.		
2 nd St. E. Project: re-surfacing and	Planning dept., Water & Sewer	2018-2019	In progress
installation of curbs & gutters	dept., City Engineer, Streets		5. 08, 633
	dept; Gas tax funds		
Develop long-term streets	Streets dept.	2019-2020	
improvement plan			

Water & Sewer Infrastructure Improvements			
Ridgewater Lift Station: design phase	Water & Sewer dept., City Engineer, Cougar Ridge Development, LLC	2018	In progress
Construction phase	Water & Sewer dept., City Engineer, Cougar Ridge Development, LLC	2019	
Replace Lakeview Village Lift	Water & Sewer dept., City	2018	In progress
Station: design phase	Engineer		
Construction phase	Water & Sewer dept., City Engineer	2019	
Well 8 Connection: pumphouse design phase	Water & Sewer dept., City Engineer	2018	In progress
Pumphouse construction phase	Water & Sewer dept., City Engineer	2019	
Water Reservoir Replacement Plan: evaluation phase	Water & Sewer dept., City Engineer	2018	In progress (monitoring & sending in divers)
Seek funding phase	Water & Sewer dept; Finance & Administration	2019-2020	
Create plan	Water & Sewer dept., City Engineer	2020-2021	
Wastewater Collection System Pipe Replacement Project: secure funding via TSEP grant	Water & Sewer dept; City Engineer, Finance & Administration	2019	In progress
Design phase	Water & Sewer dept., City Engineer; TSEP grant funds	2019	
Construction phase	Water & Sewer dept., City Engineer; TSEP grant funds	2020	
Achieve 100% digital-read meters: replacing old analog meters and digital-read meters that have died	Water & Sewer dept.	2018-2020	In progress (currently ~80% completed)