

City Council Says No to Goats

Falls City, City Council members voted 4-3 against a motion to approve an animal permit for Drew Foster to have up to 10 goats on property owned by Stan Coupe in the 2300 block of Fulton Street in Falls City when they met Monday night.

Charlie Radatz who lives across the street from the site said he felt such a permit was against the City Comprehensive Plan. (play audio :30 seconds)

Stan Coupe said there have been various animals on the property for quite a few years. (play audio :12 seconds)

Councilman Jerry Oliver said the animal permit application has produced a large volume of phone calls. (play audio :35 seconds)

Coupe pointed out that there are already several locations in Falls City that currently have goats.

Councilman Hal Sutter said if it were up to him only dogs and cats would be allowed in the city limits. (play audio :18 seconds)

The City ordinance does allow horses, mules, cows, goats, sheep and swine and other livestock if a permit is obtained.

Persons objecting to the permit being issued can be heard by the Governing Body. Following the hearing it is up to the Council to approve or disapprove the application.

Several others from the neighborhood attended the Monday night hearing. Voting against the permit application were Council members Oliver and Sutter, Kirby Roubidoux and Mike Moore. Voting in favor were Council members Ryan Rieschick, Steve Scholl and Jim Wisdom. Councilman Brad Campbell was absent.

In other action the Council approved the expenditure of up to \$170,000 for the purchase of a new street sweeper; approved blocking off Stone Street from 14th to 15th on June 14th for a street dance between 6:30 and 8:30 p-m sponsored by the Falls City Library and Arts Center.

A request from the Falls City Volunteer Ambulance Squad to use Stanton Lake and Streets for a 5K run on May 28th was approved.

A request from Time Warner Cable to place a 2 foot by 2 foot by 4'6" high stainless steel drop box on the sidewalk at 1816 Stone Street was denied.