



**City of Gold Hill**  
**420 6<sup>th</sup> Avenue, Gold Hill, Oregon 97525**  
**Application for Appointment to City Council**

**Date:** 11/23/20

**Name:** Aric Genaw

**Address:**

686 Ideal St

**State:**

Oregon 97525

**Zip/Postal Code:**

(541) 890-0986

**Home Phone:**

**Business Phone:**

mechanic

**Occupation:**

gnobdotcom@gmail.com

**\*E-Mail**

**Years of Residence Inside City**

17

**Current or Previous Community Affiliations or Activities:**

I was born and raised on Maple Lane next to the KOA, and have been a part of this community for my entire life.

I have been a coach with Table Rock soccer and Junior Comets basketball.

**Why would you like to serve on this City Council?**

The city has finally changed trajectory and is not going backwards. I want to be a part of helping the city to grow. We need to look at Jacksonville as an example, and realize our potential to grow like that.

**What qualifications, skills or experiences would you bring to the Council?**

My passion for the city. It's time for the next generation to start stepping up and making change.

**What contributions do you feel you can make to the City Council?**

Outside of the box thinking. I am a rational person who will make decisions based on logic and facts.

**\*Signature:**

Thank you for applying, your interest is appreciated.

Information provided in this application is considered public and may be used upon announcing your appointment. The City Council usually meets twice a month, the first and third Monday at 6:00 PM at the City Hall Council Chambers, for approximately 1-3 hours. From time to time special meetings are held to meet deadlines. Preparation for each meeting usually involves an equal amount of time. The Council also participates in all Budget Committee Meetings. Each position is a four-year term and to fill a vacancy, the appointee will serve for the time remaining in that term. Each applicant is interviewed by the City Council who will then make their appointment of the selected candidate.