



CITY COUNCIL MEETING AGENDA

The City Council of the City of Gun Barrel City, Texas will meet in a Meeting in City Hall Council Chambers, located at 1716 W. Main Street Gun Barrel City, Texas, on Wednesday, September 4, 2024 at 4:30 PM.

1. CALL TO ORDER

2. ROLL CALL & QUORUM

3. CITIZEN COMMUNICATIONS (Limited to three minutes)

Pursuant to Texas Government Code section 551.007, members of the public may speak on any topic. Comments are limited to three minutes and no action may be taken by the Council. Any response from a member of the City Council to non-agenda comments is limited to a statement of specific factual information, a recitation of existing policy, or direction to staff for follow-up.

4. NEW BUSINESS

4.A Board Applicant Interviews. (City Manager)

4.B Hillsdale development project update. (City Manager)

4.C Discussion regarding the 2024 Gun Barrel City Economic Development Small & Large Business Incentive Policies. (City Manager)

4.D Discussion regarding Ordinance review. (City Manager)

4.E Discussion and review of the 2025-2027 Strategic Plan. (City Manager)

4.F Public hearing concerning the Texas Community Development Block Grant contract #CDV21-0086. (City Manager)

5. ADJOURNMENT

The City Council reserves the right to adjourn into executive session at any time during the course of this meeting on any item on the agenda as long as it is within one of the permitted categories of the Texas Government Code.

Janet Dillard, City Secretary

I certify that this Notice of Meeting was posted in a glass-enclosed case in front of City Hall at 1716 West Main Street, Gun Barrel City, Texas, and available for viewing by the public 72 hours prior to the meeting date and time above, as well as at the City's website at www.gunbarrelcity.net.

This facility is wheelchair accessible and accessible parking spaces are available. Requests for accommodations or interpretive services must be made 48 hours prior to this meeting. Please contact the City Secretary Office at (903) 887-1087 for further information.