

# NOTICE OF PUBLIC MEETING OF THE MAYOR AND COUNCIL

Date: February 18, 2014
Time: 7:00 P.M. Council Meeting
Place: Town Hall, 100 Municipal Lane

Ball, Louisiana, 71405

### **NOTICE POSTED ON DOOR OF TOWN HALL:**

<u>02/17/14</u> <u>9:36 AM</u> DATE TIME

#### **AGENDA**

- 1. CALL MEETING TO ORDER
- 2. INVOCATION
- 3. PLEDGE OF ALLEGIANCE
- 4. ROLL CALL
- 5. RECOGNIZE Mike and Kathi Taylor for their quick actions in helping to contain a fire.
- 6. CLECO James Lass
- 7. John Spann
- 8. ACCEPT minutes of the January 21, 2014 regular council meeting as published.
- 9. APPROVE payment of January 2014 expenditures.

# UNFINISHED BUSINESS PUBLIC HEARING BEFORE FINAL ADOPTION

10. CALL FOR HEARING/ADOPT ORDINANCE to amend and supplement The Town of Ball Code of Ordinances 265-2011, Employee Handbook, Section 3.03 Holiday, 5.07 Leave and/or Compensatory Time.

## **NEW BUSINESS**

- 11. REPORT Finance Committee
- 12. REPORT Personnel Committee
- 13. Code Red
- 14. INTRODUCE/ACCEPT FOR PUBLICATION an ordinance for annexation Hope Hyde, 718 Tioga Road.
- 15. CONSIDER RECOMMENDATION: The Fire Commissioners met on February 11, 2014 at 5PM and recommend to the Town Council the appointment of Oeland Hanes as Chaplain for the Fire Department.
- 16. CONSIDER RECOMMENDATION: The Zoning Committee met on February 13, 2014 at 5PM and recommend to the Town Council to rezone five (5) lots on Shanghai and Paradise Road, owned by Trustmark Properties & Mgt., Inc., from R-1 to R-2 contingent on the adoption of building restrictions governing square footage minimum of 1,400 square footage for lots 1-4; minimum of 1,250 square footage for lot 5.
- 17. REPORT FROM POLICE CHIEF
- 18. PUBLIC COMMENTS ON AGENDA ITEMS
- 19. ADJOURNMENT

IN ACCORDANCE WITH THE AMERICAN DISABILITIES ACT, IF YOU NEED ASSISTANCE, PLEASE CONTACT MADELEINE WESTBERRY, CLERK AT (318) 640-9604, DESCRIBING THE ASSISTANCE THAT IS NECESSARY.

MADELEINE WESTBERRY, TOWN CLERK 318-640-9604 / FAX 318-641-9847 TOWN OF BALL, 100 MUNICIPAL LANE, BALL, LOUISIANA 71405