Town Council Members

Jerry Countryman - 2021 ~ Janet Crit3 - 2021 ~ Lundeen Cureton - 2023

Bettylyn Krafft – 2021 ~ Peggy Neill – 2023

Town of Mineral Springs Mineral Springs Town Hall 3506 S Potter Road ~ Mineral Springs Town Council Regular Meeting March 12, 2020 ~ 7:30 DM

Agenda

1. Opening

The meeting will be called to order, an invocation will be delivered, and the Pledge of Allegiance will be recited.

2. Public Comments

The town council will hear comments from members of the public on any matters of interest to them during this ten-minute period.

3. Consent Agenda

- A. February 13, 2020 Regular Meeting Minutes
- B. January 2020 Tax Collector's Report
- C. January 2020 Finance Report

4. Consideration of Approving the 2018-2019 Audit Report

The council will consider approving the 2018-2019 Fiscal Year audit report.

5. <u>Consideration of Appointing a Planning Board Member and Reappointing Board</u> of Adjustment Members

The council will consider appointing a member to the planning board and reappointing board of adjustment members to serve three-year terms.

6. <u>Consideration of Partnering with Union County for a BUILD Discretionary Grant</u>

The council will discuss and consider partnering with Union County in applying for a BUILD Discretionary Grant.

7. Consideration of Playground Mulch and Maintenance

The council will consider approving the installation of playground mulch and maintenance of the playground equipment.

8. <u>Consideration of Purchasing a Steeplechase Race Program Advertisement</u>

The council will consider authorizing the purchase of an advertisement in the 2020 Steeplechase race program.

9. Consideration of Adopting O-2019-01 & O-2019-02 - Concurring Speed Limits

The council will consider adopting Ordinances O-2019-01 and O-2019-02 declaring speed limit modifications concurring with the Department of Transportation Ordinances.

10. Staff Updates

The staff will update the council on any developments that may affect the town.

11. Other Business

12. Adjournment