



**NOTICE
VILLAGE OF PLEAK
REGULAR COUNCIL MEETING
OCTOBER 19, 2016
AGENDA**


The Board of Aldermen of the Village of Pleak, Texas will meet in Regular Session, open to the public, on October 19, 2016 at 7:00 p.m. in the Pleak Village Hall located at 6621 FM 2218 South, Richmond, Texas with the following agenda:

The Council reserves the right to go into executive/closed session on any topic posted on the agenda or which naturally flows from an agenda topic should the presiding officer or the Council decide it is in the best interest of the City to convene in executive/closed session pursuant to one of the permissible grounds for executive session under the Texas Open Meetings Act.


1. Council to approve or correct the minutes as presented from the September 21, 2016 Regular Council meeting and the October 5, 2016 Workshop meeting.
2. Presentation of the bank account balances and monthly bills paid.
3. Council to discuss and accept the financial reports.
4. Public comments from Village Citizens-No action can be taken.
5. Monthly report from the Fire Department and ESD #6.
6. Council to discuss the Development Agreement between the Village of Pleak and Woodmere Development Company for Hawkeye Ranch presented by Richard Rue, President of Woodmere Development.
7. Council to discuss and take action on Briarwood Crossing final plat Section 6 submitted by R.G. Miller Engineers, Inc.
8. Council to discuss and take action on Ordinance #12-72 A, an Ordinance of the Village of Pleak, Texas amending sections 2, 3 and 4 of Ordinance #12-72 Entitled "Owning of Certain Animals on Less than a One Acre Tract of Land".
9. Council to discuss scheduling a workshop for November 2, 2016.
10. Adjournment.

Mayor Larry Bittner will preside.

Approved for Posting By:


Mayor Larry Bittner

I certify that a copy of the October 19, 2016 agenda to be considered by the Village of Pleak Council was posted on the City Hall bulletin board on Friday, October 14, 2016 by 11:30 a.m.


Nancy Walker, City Secretary