

A copy of the Agenda can be obtained from the Office of the Acting City Manager. Please be advised that all public meetings are video and audio recorded.

CITY OF BELEN REGULAR COUNCIL MEETING

100 South Main Street, Belen New Mexico 87002

City Of Belen Council Chambers

August 4, 2014

6:00 PM

AGENDA

- 1) **Call to Order**-The Regular Meeting of the Belen City Council, State of New Mexico, and County of Valencia to be held on Monday, August 4, 2014 at 6:00 PM in the Council Chambers at City Hall located at 100 South Main Street in the City of Belen, New Mexico 87002.
- 2) **ROLL CALL**
- 3) **PLEDGE OF ALLEGIANCE**
- 4) **APPROVAL OF AGENDA**
- 5) **APPROVAL OF MINUTES** July 7 & 21, 2014
- 6) **PUBLIC COMMENT-3 MINUTE PRESENTATIONS:** ***Please listen for timer If more time is needed for presentation, please ask to be scheduled on the next agenda***
- 7) **PRESENTATIONS**
 - a) Boy Scout Award of Appreciation: Jerah Cordova, Mayor
 - b) Employee of the Quarter: David Carter, Mayor Pro-tem
- 8) **DISCUSSION WITH POSSIBLE ACTION**
 - a) Approval or Disapproval of the GO Bond Resolution: John Archuleta
 - b) Approval or Disapproval of the Lodger's Tax Budget Approval: Rhona Espinoza
 - c) Approval or Disapproval of the newly proposed Library Board Members: Wayne Gallegos, Councilor
- 9) **DISCUSSION**
 - a) City owned Properties: Frank Ortega, Councilor
- 10) **INFORMATIONAL ITEMS**
 - a) City Manager's Report
 - b) Communication From City Council

11) EXECUTIVE SESSION

- a) An Executive Session to Discuss Pending or Threatened Litigation.

12) ADJOURNMENT

Submitted,

Respectfully

/s/
Leona Vigil
City Clerk, CMC

If you are an individual with a disability who is in need of a reader, amplifier, qualified sign language interpreter, or any other form of auxiliary aid or service to attend or participate in the hearing or meeting, please contact Leona Vigil, City Clerk at 505-966-2740 at least one week prior to the meeting or as soon as possible.

CC: Mayor and City Council
Valencia County News Bulletin