## TOWN OF CONNELLY SPRINGS BOARD OF ALDERMEN MEETING

January 02, 2023 **TOWN HALL BOARD ROOM** 7:00 pm

Call to Order and Welcome ı. Mayor Seagle II. Invocation Alderman Duncan III. Pledge of Allegiance Mayor Seagle IV. **Approval of Agenda** Mayor Seagle ٧. **Approval of Board Minutes** Mayor Seagle VI. **Public and Board Comments and Announcements** Mayor Seagle VII. **New Business** A. Presentation from Frederick and Carie Ann Jean / 7002 Nolden Creek Rd / Rezoning **Administrator Brooks** Possible Purchase of 1170 Tomlinson Loop – Jeff Smith / Jeffrey Smith **Adopting Meeting Schedule for 2023** VIII. **Old Business Administrator's Report Administrator Brooks** A. Calendar - January 2023 1. В. Attorney's Report Attorney Amos Additional Information C. **Committee Reports:** 1. Mayor's Report Mayor Seagle **Additional Information** a. 2. **Financial Report** Alderman Smart a. **Financial Statements** b. **Additional Information** 3. **Government Services Alderman Childers** a. Police **Deputy Sigmon** b. Code Enforcement RV's / Violation Letters Sent Fire and Emergency c. d. **Additional Information** 4. **Public Services Committee** Water & Sewer b. Sanitation & Recycling **Additional Information** c. **Parks & Recreation Committee** 5. Alderman Duncan Additional Information 6. **Personnel Committee** Alderman Sigmon Additional Information Alderman Turner 7. **Property Committee** Quote from CertaPro - Painting Community Room a.

b. **Additional Information** 

8. **Transportation Committee** Alderman Smart

Additional Information

## D. **Additional Old Business**

IX. Closed Session – Motion & Vote – Economic Development - as allowed by NCGS 143-318.11(a)(3) To consult with an attorney employed or retained by the public body in order to preserve the attorney-client privilege between the attorney and the public body, which privilege is hereby acknowledged.

## X. Adjournment - Motion & Vote

Mayor Seagle

The next regular Board of Aldermen meeting will be held on Monday, February 6, 2023 at 7:00 pm.