POSTED: POSTED January 9, 2023 2:30 PM FRONT DOORS, 1<sup>ST</sup> & 2<sup>ND</sup> FLOOR PUBLIC NOTICE BOARDS

#### **NOTICE OF PUBLIC MEETING**

AGENDA FOR MEETING OF
MAYOR & BOARD OF ALDERMEN and ALDERWOMEN
CITY OF EUNICE, LA

Date: **JANUARY 10, 2023** 

Location: Eunice City Council Chambers, 2<sup>nd</sup> Floor

**Eunice Municipal Complex** 

300 South 2<sup>nd</sup> St., Eunice, LA 70535

### 6:30 P.M. MEETING OF MAYOR & BOARD OF ALDERMEN AND ALDERWOMEN

- A. PRAYER
- B. PLEDGE OF ALLEGIANCE
- C. ROLL CALL
- D. **PUBLIC COMMENT** (3 minute time limit)
- E. ADOPTION OF MINUTES: December 13, 2022 Regular Meeting
- F. CODE ENFORCEMENT: <u>REQUESTS FOR SHOW CAUSE HEARINGS:</u>
  - 1. 501 South Mallet St. (Danielle and Shawonne Gallow) {R. Daigle}
  - 2. 610 Halsey St. (Lisa and Horace Ardoin) {R. Daigle}

### G. RECOMMENDATION OF MAYOR AND/OR MAYOR'S BUSINESS

1. Appointments: City Clerk and Tax Collector

City Treasurer City Engineer City Attorney

2. Appointment of Mayor Pro-Tem

H. OLD BUSINESS:

**NONE** 

## I. <u>NEW BUSINESS:</u>

- 1. Grant Variance from 46 to 32 parking spaces Dollar General (South LA 13)
- 2. Police Chief LeBouef: 20 sets of Body Armor
- 3. Police Chief LeBouef: Promotion of David "Aaron" Carter from permanent Police

Officer to probational Police Sergeant.

4. Police Chief LeBouef: Announcement/commendation on retirement of Deputy Chief

Tony Kennedy.

# J. MONTHLY REPORTS:

- 1. Chief Kyle LeBouef Police Department's Monthly Report
- 2. (Interim) Fire Chief Brian Miller Fire Department's Monthly Report & Roof Update.
- 3. Approve payment of bills & acknowledge receipt of financial reports:
  - (a) Treasurer's monthly Accounts Payable reports
  - (b) Code Enforcement, License & Permits reports (c) Library Report
  - (d) Profit/ Loss budget reports for all City Departments

# K. ADJOURN

In accordance with the Americans with Disabilities Act, if you need special assistance, please contact Ginny Moody, City Clerk, at (337) 457-7389 describing the assistance that is necessary.