

**NOTICE AND AGENDA OF THE GOVERNING BODY OF THE CITY OF EDNA, TEXAS
TO BE HELD**

**Thursday – December 5, 2024– 6:00 P.M.
CITY HALL – 126 W. MAIN – EDNA, TEXAS 77957**

Notice is hereby given of a meeting of the City Council of Edna, Texas to be held on **Thursday, December 5, 2024, at 6:00 p.m.** at **Edna City Hall, 126 W. Main, Edna, Texas**, for the purpose of considering the following agenda items. All agenda items are subject to action and public comment. City Council reserves the right to convene into **closed/executive** session on any agenda item in compliance with and allowed by the Open Meetings Act, Chapter 551 Government Code, Vernon's Texas Code, Annotated (V.T.C.A.)

1. Call Meeting to Order / Moment of Silence / Pledge of Allegiance.
2. Approve minutes of the city council meeting held November 7, 2024.
3. Public Comments:
"During the council meeting, as each item is addressed, the council shall also allow the audience to speak on any subject matter that is posted on the agenda in accordance with HB 2840. The council may not take action on any item which has not been posted on the agenda." Please limit – two minutes
4. Award Engineering Services and Grant Administration Services for the TWDB FIF, FEMA FMA and TDEM BRIC Program for 2023-2028 and take any action deemed necessary.
5. Consider adopting Covered Applications and Prohibited Technology Policy as prescribed by Senate Bill 1983 and take any action deemed necessary.
6. Discuss and consider appointment of a member to the Appraisal District Board of Directors and take any action deemed necessary.
7. Consider Resolution # 2024-16 a Resolution authorizing submission of a Community Development Block Grant Disaster Recovery (CDBG-DR) application to the Texas General Land Office and Authorizing the Mayor to act as the City's Executive Officer and Authorized Representative in all matters pertaining the City's participation in the CDBG-DR Program and take any action deemed necessary.
8. Consider request from Charlie's Sport Bar and Grill located at 119 E. Main St. requesting extended hours and take any action deemed necessary.
9. Consider awarding Grant Administration Service for the 2025-2026 Texas Community Development Block Grant (TxCDBG) Program of the Texas Department of Agriculture and take any action deemed necessary.
10. Discuss and take action on extending the agreement with Victoria Regional Economic Development Corporation and take any action deemed necessary.
11. Discuss and consider budget amendments.
12. Discuss and take appropriate action to consider payment of current bills.
13. City Staff Reports:
"At this time, City Council will hear reports / updates on all committees or department assignments, which may include, but is not limited to the following: City Manager-grants, projects, public information; Finance Director-finance & department reports; Police Department-grant updates, police reports; Director of Utilities-park reports, water & sewer updates; Street Department-repairs/projects; Code Enforcement-progress reports; Jonas Titus – Victoria Economic Development; City Secretary-public information." No formal action can be taken on these items.
14. Adjourn.

This facility is wheelchair accessible and accessible parking spaces are available. In compliance with the Americans with Disabilities Act, the City of Edna will provide for reasonable requests for accommodations or interpretive services for persons attending meetings. To better serve you, a request should be made 48 hours prior to the meeting. Please contact the City Secretary's office at (361) 782-3122 ext. 301 or email srobinson@cityofedna.com

CERTIFICATION

I hereby certify that notice of the meeting was posted at a place convenient to the public in the City Hall, Friday, November 27, 2024, at 1:30 a.m. and that it was readily accessible to the general public for at least seventy-two (72) hours proceeding the schedule time as required by the Texas Open Meeting Act. The agenda was also posted on the City's website at www.cityofedna.com.

LaSonya Robinson, City Secretary