

## CITY COUNCIL SPECIAL CALLED MEETING - AQUATIC CENTER CITY OF BAY CITY

Wednesday, November 04, 2020 at 6:00 PM COUNCIL CHAMBERS | 1901 5th Street

### **COUNCIL MEMBERS**

Mayor: Robert K Nelson Mayor Pro Tem: Jason W. Childers Council Members: William Cornman, Brent P. Marceaux, Becca Sitz, Julie Estlinbaum

Bay City is committed to developing and enhancing the long-term prosperity, sustainability, and health of the community.

# AGENDA

#### THE FOLLOWING ITEM WILL BE ADDRESSED AT THIS OR ANY OTHER MEETING OF THE CITY COUNCIL UPON THE REQUEST OF THE MAYOR, ANY MEMBER(S) OF COUNCIL AND/OR THE CITY ATTORNEY:

ANNOUNCEMENT BY THE MAYOR THAT COUNCIL WILL RETIRE INTO CLOSED SESSION FOR CONSULTATION WITH CITY ATTORNEY ON MATTERS IN WHICH THE DUTY OF THE ATTORNEY TO THE CITY COUNCIL UNDER THE TEXAS DISCIPLINARY RULES OF PROFESSIONAL CONDUCT OF THE STATE BAR OF TEXAS CLEARLY CONFLICTS WITH THE OPEN MEETINGS ACT (TITLE 5, CHAPTER 551, SECTION 551.071(2) OF THE TEXAS GOVERNMENT CODE).

#### CALL TO ORDER

#### **CERTIFICATION OF QUORUM**

#### APPROVAL OF AGENDA

#### **PUBLIC COMMENTS**

State Law prohibits any deliberation of or decisions regarding items presented in public comments. City Council may only make a statement of specific factual information given in response to the inquiry; recite an existing policy; or request staff places the item on an agenda for a subsequent meeting.

#### **REGULAR ITEMS FOR DISCUSSION, CONSIDERATION AND/OR APPROVAL**

1. Consider, discuss, and give clear direction relative to a proposal to design and construct a new "all purpose" Aquatic Center in Bay City for the benefit of all of Matagorda County.William Cornman, Councilman

#### ADJOURNMENT

#### **CERTIFICATION OF POSTING**



This is to certify that the above notice of a Regular Called Council Meeting was posted on the front window of the City Hall of the City of Bay City, Texas on **Sunday, November 1, 2020 6:00 PM.** Any questions concerning the above items, please contact Mayor Robert K. Nelson at (979) 245-2137.