CITY OF LOCUST GROVE

WORKSHOP MEETING AGENDA Monday April 15, 2024 – 6:00 p.m. Public Safety Building – 3640 Highway 42 S. Locust Grove, GA 30248

CALL TO ORDER	Mayor Pro Tem Vincent Williams
INVOCATION	
PLEDGE OF ALLEGIANCE	
APPROVAL OF THE AGENDA (Action Needed)	
PRESENTATIONS	None
PUBLIC HEARING ITEMS	3 Items
 Amendment to the City of Locust Grove Municipal Code Ch Amendment to the City of Locust Grove Municipal Code Ch Amendment to the City of Locust Grove Municipal Code Ch 	apter 5.40 – Portable Eating Establishments
	None
NEW BUSINESS/ACTION ITEMS	None
CITY OPERATIONS REPORTS / WORKSHOP DISCUSSION ITEMS (No Actions Needed unless added to New Business)	
Main Street Operations (Monthly Update Report)	
Public Safety Operations (Monthly Update Report)	
Public Works Operations (Monthly Update Report)	Direc <mark>tor</mark> Jack Rose
Administration (Monthly Update Report)	Bert Foster, Assista <mark>nt C</mark> ity Manager
4. Resolution to create a streetlight district in Oak Ridge Meadows, Phase 1 subdivision.	
Community Development Operations (Monthly Update Report)	Daunté Gibbs, Community D <mark>evel</mark> opment Direc <mark>tor</mark>
	nt Portion Only)None
CITY MANAGER'S COMMENTS (Update of Activities)	Tim Young
5. SPLOST VI – Update	
PUBLIC COMMENTS	Register with Clerk Before Meeting
	Council
MAYOR'S COMMENTS	Mayor Pro Tem Vincent Williams
EXECUTIVE SESSION – If Needed	
ADJOURN –	

ADA Compliance: Individuals with disabilities who require certain accommodations to allow them to observe and/or participate in this meeting, or who have questions regarding the accessibility of the meeting, or the facilities are required to contact the City Clerk at (770) 957-5043 promptly to allow the City to make reasonable accommodations for those persons.

Public Comment may be limited to no more than ten (10) minutes with up to 3 minutes per requesting applicant to speak. Please register your NAME and ADDRESS prior to the beginning of the meeting with the City Clerk via e-mail at <a href="majoratrial-newtrans-newtr