AGENDA

The City Council of the City of Meridian, Texas, will convene in Special Session at 5:30 p.m., Monday, August 30, 2021, in Meridian Senior Center, 201 N Main, Meridian, Texas.

- 1. Call to order and proof of posting notice.
- 2. Invocation, Pledge of Allegiance and Pledge to Texas Flag
- 3. Citizens participation and comments:

 Speaker Regulations: Except for public hearing items, anyone wishing to speak will be afforded the opportunity to during this time, you must notify the City Secretary prior to the meeting. A three minute time limit may be imposed.

EXECUTIVE SESSION – The City Council may enter Executive Session during the meeting at any time to seek advice from its attorney on any posted agenda item, or to discuss any item that is authorized by the Texas Open Meetings Act to be discussed in closed session, including:

Section 551.072, Local Government Code, to deliberate the purchase, exchange, lease, or value of real property if deliberation in an open meeting would have a detrimental effect on the position of the governmental body in negotiations with a third person.

Rental of City owned property.

Section 551.074, Local Government Code, to deliberate regarding the appointment, employment, evaluation, reassignment, duties, discipline or dismissal of a public officer or employee.

- Salaries of City of Meridian Employees.
- SRO Officer position and Salary.

OPEN SESSION – Discussion or action on any item discussed in Executive Session.

- 1. Discussion and possible action concerning rental of City owned property.
- 2. Discussion and possible action concerning setting salaries for City of Meridian Employees.
- 3. Discussion and possible action concerning SRO Officer position and salary.

NEW BUSINESS

1. Discussion and possible action concerning the proposed 2021 Ad Valorem Tax Rate.

ADJOURN

CERTIFICATION

I hereby certify that the above notice was posted at Meridian City Hall at 111 N. Main, Meridian, Texas, on Friday, August 27, 2021, at 4:00 p.m.

Marie Garland, City Administrator	