



**City of Freeport
REGULAR COUNCIL MEETING AGENDA**

October 11, 2022, 9:00 AM
Council Chambers, Freeport City Hall

1. Meeting Called to Order

2. Invocation and Pledge of Allegiance

3. Recognition of Guests

4. Consent Agenda

- a. Bills - (TAB 1)

5. Public Comment on Consent Agenda

6. Approval of Consent Agenda

7. Consideration of Additions/Deletions to Agenda

8. Approval of Agenda with Additions/Deletions

9. Staff Reports

a. Water

b. Sewer

c. Parks

- 1. Updates

d. City Manager

e. City Clerk

- 1. City Hall Electronic Sign Discussion (TAB 2)

f. Finance

g. Billing

h. Planning

i. Legal

- 1. Revised Development Agreement for Quail Run (TAB 3)
- 2. Four Mile Road Sewer Upgrades
- 3. City Charter Ordinance – Council District Revisions (TAB 4)

(Continued on next page)

j. Engineering

1. Bid results for Water Tank Painting (TAB 5)
2. Engineering proposal for Phase II CR-3280 Water Main upgrade (design and inspection for water main extension from Faulkner Dr to Jay Odom's Natureside PDP) (TAB 6)
3. Proposed change order for 1.5 MGD WWTF Expansion project (TAB 7)

10. Old Business

11. New Business

- a. Mayor Russ Barley
- b. Councilman Hope
- c. Councilwoman Brannon
- d. Councilman Farris
- e. Councilman Day
- f. Councilwoman Haffner

12. Public Comment

13. Adjournment

The City of Freeport may take action on any matter during this meeting, including items that are not set forth within this agenda.

In accordance with Section 286.26, Florida Statutes, persons with disabilities needing special accommodations to participate in this meeting should contact the City Clerk's office at 850-835-2822 by 5:00 p.m. on the day prior to the meeting.

No verbatim record by a certified court reporter is made of these proceedings. Accordingly, any person who may seek to appeal any decision involving the matters noticed herein will be responsible for making a verbatim record of the testimony and evidence at these proceedings upon which any appeal is to be based (see Section 286.0105, Florida Statutes).