

CITY OF BOAZ
COUNCIL MEETING AGENDA
February 27, 2017
Boaz Senior Center – 6 p.m.

- I. Call to Order
- II. Invocation
- III. Pledge of Allegiance
- IV. Adoption of Agenda
- V. Reading and/or Approval of Minutes of Previous Council Meeting(s)
 - A. Adopt the minutes of the Council Meeting dated February 13, 2017
- VI. Committee Reports
- VII. Council Member Reports
- VIII. Public Hearings
- IX. Proclamations
- X. New Business
 - A. Accounts Payable – Approve the following accounts payable vouchers dated February 16, 2017 through February 24, 2017 totaling \$142,885.51. Vouchers are posted at City Hall and listed separately below:

1. February 16, 2017 (Cash Bonds)	\$1,696.00
2. February 16, 2017 (Boaz Fire & Rescue)	\$1,403.96
3. February 17, 2017 (General Fund)	\$108,025.09
4. February 17, 2017 (General Fund)	\$35.96
5. February 23, 2017 (Debt Service)	\$84,341.25
6. February 24, 2017 (General Fund)	\$43,933.25
7. February 24, 2017 (General Fund)	\$650.00
 - B. Personnel
 - 1. Employ Layton Thrasher as a Temporary Street Laborer for the Boaz Street Department.
 - 2. Appoint Sonja Hard as the Boaz Parks and Recreation Director for the term of the Mayor and Council.
 - 3. Employee the following as Temporary Parks and Recreation Workers:
 - a. Taylor Burns
 - b. Mattie Grace Heaton
 - c. David “Reagin” Langley
 - d. Reed Willoughby
 - C. Approve the solicitation of bids to install LED lighting in all City owned buildings
 - D. Adopt Resolution No. 2017-1432 to adopt a fair housing resolution
 - E. Boards and Commissions
 - 1. Appoint Brooke Cornett to the Boaz Beautification Board with a term of expiration being 8/12/2018.
- XI. Old Business
- XII. Public Comments
- XIII. Mayor’s Comments
 - 1. Marshall County Home Place will be having a “City Feud” to help raise funds for their organization on March 11, 2017 at 6 pm at the Guntersville Town Hall. All of the Marshall County mayors will have a team competing against the other cities in a Family Feud type game. For more information contact 256-582-2360.
- XIV. Adjourn