

**CITY OF GREY FOREST**  
**CITY COUNCIL AGENDA**

DATE OF MEETING: TUESDAY, FEBRUARY 24, 2015

TYPE OF MEETING: REGULAR COUNCIL MEETING

PLACE OF MEETING: GREY FOREST CITY HALL  
18502 SCENIC LOOP ROAD  
GREY FOREST, TEXAS 78023

TIME OF MEETING: 6:30 P.M.

- \* MEETING CALLED TO ORDER
- \* RECORDING OF COUNCIL MEMBERS PRESENT  
DECLARATION OF A QUORUM
- \* PLEDGE OF ALLEGIANCE TO THE FLAG
- \* APPROVAL OF MINUTES:
  - January 27, 2015 Regular Council Meeting Minutes
  - February 7, 2015 Special Council Meeting/Workshop Meeting Minutes
  - February 8, 2015 Workshop Meeting Minutes
- \* PRESENTATIONS BY CITIZENS AND VISITORS
- \* MAYOR ANNOUNCEMENTS/FINANCIAL REPORTS –  
January 2015 Monthly Financials; Report on Bexar County Commissioners Mayor’s Meeting
- \* COUNCIL/STAFF ANNOUNCEMENTS  
*Councilperson Nottingham* – Senator Frank L. Madla, Jr. Natural Area Update;  
Scenic Loop~Boerne Stage Alliance Update; WIAC Update
- \* POLICE DEPARTMENT ACTIVITY REPORT  
*Chief Bejar* – January 2015 Monthly Report
- \* PUBLIC WORKS ANNOUNCEMENTS  
*Chris Mikel* – January 2015 Monthly Activity
- \* GFU UTILITY ANNOUNCEMENTS  
Operations Update
- \* FIRE DEPARTMENT REPORT  
January 2015 Department Incident Report
- \* DISCUSS AND TAKE ACTION (IF NECESSARY) ON THE FOLLOWING TOPICS:  
(THIS NOTICE IS POSTED PURSUANT TO THE TEXAS OPEN MEETINGS ACT-  
TEXAS GOVERNMENT CODE 551)

**NEW BUSINESS:**

1. DISCUSS AND ACT ON COMMITTEE RECOMMENDATION FOR APPOINTING A CITY ENGINEER FOR THE CITY OF GREY FOREST
2. DISCUSS AND ACT ON REQUIRED ACTION BY THE PLANNING AND ZONING COMMISSION ON THE AMENDING PLAT SUBMITTED FEBRUARY 12, 2015

**OLD BUSINESS:**

3. DISCUSS AND ACT IF NECESSARY ON AMENDMENT TO ORDINANCE NO. 152, ADDRESSING PARKING OF VEHICLES ON PUBLIC STREETS OR RIGHT OF WAYS
4. UPDATE ON CONTINUED REVIEW OF ZONING ORDINANCE NO. 45B
5. UPDATE ON FEBRUARY 8, 2015 WORKSHOP MEETING WITH SLPC BOARD
6. DISCUSS COST AND IMPACT AND OTHER MATTERS FOR THE CITY OF GREY FOREST REGARDING THE ACQUISITION OF SLPC PROPERTY

ADJOURNMENT