



City of Moundsville

*Sara Wood-Shaw, Mayor
David Wood, Vice-Mayor*

*Rick Healy, City Manager
Sondra J. Hewitt, City Clerk
Karen L. Ankrom, Finance Director
Thomas Mitchell, Police Chief
Gary Brandon, Fire Chief
Frank Stocklask, Public Works Director
Joe Richmond, Senior Building Inspector
John White, Parks & Recreation Director
Thomas E. White, City Attorney*

*Judy Hunt, 1st Ward Councilwoman
Eugene Saunders, 3rd Ward Councilman
Ginger DeWitt, 4th Ward Councilwoman
Randy Chamberlain, At-Large Councilman
Brianna Hickman, At-Large
Councilwoman*

REGULAR CITY COUNCIL MEETING

AGENDA

OCTOBER 3, 2023 - 6:00 PM

CITY COUNCIL CHAMBERS

800 SIXTH STREET

- I. CALL TO ORDER**
- II. INVOCATION**
- III. PLEDGE OF ALLEGIANCE**
- IV. ROLL CALL**
- V. CONSIDER DISCUSSION AND APPROVAL OF MINUTES OF THE FOLLOWING MEETING**
 - a. Discussion and Approval of the Minutes of the Regular Council Meeting of September 19, 2023.**
- VI. CONSIDER GENERAL PUBLIC HEARING – (Anyone addressing City Council may speak for five minutes after rising and stating name and address.)**
- VII. CONSIDER CITY MANAGER ITEMS**
 - a. Report on Progress of New Municipal Building**
 - b. Other Items to be Discussed by City Manager**
- VIII. CONSIDER THE FOLLOWING OLD BUSINESS**

**800 6th Street, Moundsville, WV 26041
City Clerk's Office 304-845-3394
City Manager's Office 304-845-6300**

- a. Discussion and Approval of Adopting Replacement Pages to the Codified Ordinances. (Second and Final Reading)

AN ORDINANCE TO APPROVE AND ADOPT CURRENT REPLACEMENT PAGES OF THE CODIFIED ORDINANCES. (SECOND AND FINAL READING)

- b. Other Items to be Discussed by Council

IX. CONSIDER THE FOLLOWING NEW BUSINESS

- a. Discussion of Approval of Bid for two (2) 2023 Police Department Cruisers.
- b. Discussion of Trick or Treat to be Scheduled for October 31, 2023 from 6:00 PM to 7:30 PM.
- c. Other Items to be Discussed by Council

X. CONSIDER MAYOR ITEMS

- a. Other Items to be Discussed by the Mayor

XI. CONSIDER COUNCIL ITEMS

- a. Documents For Council Review

XII. ADJOURNMENT