Notice Posted: November 19, 2021 8:00 am

NOTICE OF A PUBLIC HEARING/MEETING

A PUBLIC HEARING OF THE MAYOR AND COUNCILMEN OF THE CITY OF GONZALES, STATE OF LOUISIANA, WILL BE HELD ON MONDAY NOVEMBER 22, 2021 AT 5:30 P.M. AT CITY HALL 120 S. IRMA BLVD.

Public Hearing to consider adoption on the following Ordinance:

1. Ordinance No. 4166: City of Gonzales 2021-2022 Amendment 02 An Ordinance amending the Capital Outlay Budget, General Fund Budget, and Utility Fund Budget.

Close Public Hearing: ADJOURN

A REGULAR MEETING OF THE MAYOR AND COUNCILMEN OF THE CITY OF GONZALES, STATE OF LOUISIANA, WILL BE HELD ON, MONDAY NOVEMBER 22, 2021 AT 5:30 P.M. AT CITY HALL 120 S. IRMA BLVD.

- 2. Call to Order.
- 3. Invocation.
- 4. Pledge of Allegiance.
- 5. Roll Call.
- 6. Presentation of Guest:
 - (a) Open for Citizens of Gonzales, present.
 - (b) Open for all other guest present.
- 7. Minutes of a Regular Meeting of the Mayor and City Council taken November 8, 2021.
- 8. Presentation by Louis Saub with CSRS Engineering on Leadership Association Team proposal to construct Kayak facility in Jambalaya Park adjacent to the dog park.
- 9. Final vote on Ordinance No. 4166: City of Gonzales 2021-2022 Amendment 02 An Ordinance amending the Capital Outlay Budget, General Fund Budget, and Utility Fund Budget.
- 10. Approval of Friday April 15 as Administrative Day off for 2022.
- 11. Approve a Resolution authorizing the City of Gonzales to join with the State of Louisiana and other local governmental units as a participant in the LOUISIANA STATE-LOCAL GOVERNMENT OPIOID LITIGATION MEMORANDUM OF UNDERSTANDING (the "MOU") and any subsequent Formal Agreements necessary to implement the MOU.
- 12. Engineering Report/Public Works Director Report.
- 13. Adjournment.

Barney Arceneaux, Mayor City of Gonzales 120 S. Irma Blvd Gonzales, LA 70737 (225) 647-2841

In accordance with the Americans with Disabilities Act, if you need special assistance, please contact Lisa Babin at (225) 647-9549 describing the assistance that is necessary.