



CITY OF BANDERA

511 Main St. • PO Box 896 • Bandera, Texas 78003 • P: (830) 796-3765 • F: (830) 796-4247

AGENDA FOR THE SPECIAL MEETING OF THE CITY COUNCIL OF THE CITY OF BANDERA WEDNESDAY, JULY 9, 2020 AT 6:00 PM

**You may join the meeting from your computer,
tablet or smartphone at:**

<https://zoom.us> Meeting ID:
Password:

You can also dial in using your phone:

+1 253 215 8782 US +1 301 715 8592 US
Meeting ID:
Password:

It is not necessary to announce yourself when you join the teleconference. The public will be permitted to offer public comments during the meeting only if a public hearing required by law has been published. A recording of the telephone conference will be made and will be available to the public in accordance with the Open Meetings Act.

1. Call to order.
2. Visitors to be heard. *[please email any comments at least two hours prior to the meeting for them to be read]*
3. Consent Agenda.
4. Regular Agenda.
Discussion and possible action on the following items:
5. Requests and Announcements.
6. Adjourn.



Jill Shelton, City Secretary

The City Council for the City of Bandera reserves the right to adjourn into Executive Session at any time during the course of this meeting to discuss any of the matter listed above, as authorized by Texas Government Code §551.071 (Consultations with Attorney), §551.072 (Deliberations about Real Property), §551.073 (Deliberations about Gifts and Donations), §551.074 (Personnel Matters), §551.076 (Deliberations about Security Devices) and §551.086 (Economic Development). There may be a quorum of Economic Development Corporation/Planning and Zoning member at any regularly scheduled City Council Meeting. This facility is wheelchair accessible and handicapped parking is available. Requests for accommodations or interpretive services must be made 48 hours prior to the meeting. Please contact the City Secretary at (830) 796-3765. This agenda is posted in accordance with the Texas Government Code, Chapter 551 on July 1, 2020.

Cancelled due to COVID-19