

**NOTICE OF REGULAR MEETING OF THE  
CITY COUNCIL OF THE CITY OF COAHOMA**

Tuesday, October 17, 2023

6:30 P.M.

City Hall Council Chambers

122 N 1<sup>st</sup>, Coahoma, Texas

**“NOTICE:** At any time during the City Council of the City of Coahoma Meeting, the Board may adjourn into Executive Sessions for any reason listed on this agenda pursuant to any applicable section of the Texas Government Code, including but not limited to the following: Consultation with Attorney-Section 551.071, Real Property Deliberation – Section 551.072, Deliberation on Gifts – Section 551.073, Personal Matters- Section 551.074, Discussion of Security Measures – Section 551.076 and Economic Development Section 551.087.”

**Agenda**

1. Call to Order
2. Prayer/Pledge of Allegiance
3. Discuss and Consider Previous Minutes
4. Discuss and Consider approval of Coahoma Splash Pad Phase II Project for the Coahoma Development with anticipated funding for the incentives of approximately \$110,000.00; and authorizing the Mayor to execute a performance agreement with the Coahoma Development Corporation.
5. Discuss and Consider Abatement of Properties
6. Discuss and Consider CDC updates
7. Discuss and Consider Water meters
8. Discuss and Consider 12” water tower valve
9. Discuss and Consider Lead/copper bids
10. Discuss and Consider Zoning
11. Discuss and Consider Sewer, Water, Streets, Street Lights, Parks, Community Center, Splash Pad and Trash
12. Discuss and Consider Future Agenda Items
13. Discuss and Consider Current Bills
14. Discuss and Consider Employee Forum: Executive Session if needed
15. Adjournment

I, the undersigned authority, do hereby certify that the above notice is a true and correct copy of said notice and that I posted a true and correct copy of said notice at the Coahoma City Hall, a place convenient to the public and said notice was posted on October 13th, 2023 at \_12:00 p.m. and remain so posted continuously for at least (72) seventy-two hours prior to the said meeting. Dated the 13th\_day of October, 2023.