

CITY OF LAWRENCE COMMON COUNCIL

Committee of the Whole

**GEORGE KELLER
PUBLIC ASSEMBLY ROOM
LAWRENCE GOVERNMENT CENTER
9001 E. 59th Street
October 8, 2024
6:30 p.m.**

AMENDED AGENDA

1. Call to Order.
2. Pledge of Allegiance and Prayer.
3. Roll Call of Members and Determination of Quorum.
4. Unfinished Business.
 - a. Resolution No. 8, 2024 - A Resolution Of The Common Council Of The City Of Lawrence, Indiana Concerning Approval Of Collective Bargaining Agreement Between The City Of Lawrence And The Fraternal Order Of Police, Lodge 159 Effective January 1, 2025.
 - b. Resolution No. 9, 2024 - A Resolution Of The Common Council Of The City Of Lawrence, Indiana Concerning Approval Of Collective Bargaining Agreement Between The City Of Lawrence And The Lawrence Professional Firefighters Association, Local 416 Effective January 1, 2025.
 - c. Resolution No. 10, 2024 - A Resolution Of The Common Council Of The City Of Lawrence, Indiana Concerning Approval Of Transfer Of Funds.
 - d. Proposal No. 12, 2024 - An Ordinance Fixing Salaries Of Appointed Officers And Employees Of The Police Department And The Fire Department For The Year 2025.

- e. Proposal No. 13, 2024 - An Ordinance Establishing Compensation For Elected Officials For The City Of Lawrence, Indiana For The Year 2025, And Providing A Time When The Same Shall Take Effect.
 - f. Proposal No. 14, 2024 - An Ordinance Fixing Salaries Of Appointed Officers And Employees Of The City Of Lawrence, Indiana For The Year 2025.
 - g. Proposal No. 15, 2024 - Additional Appropriation Ordinance For The Year 2024.
 - h. Proposal No. 16, 2024 – Ordinance For Appropriations and Tax Rates For The Year 2025.
- 5. New Business.
 - 6. Other Business.
 - 7. Adjournment.

The public may participate remotely by going to this website: www.microsoft.com/en-us/microsoft-teams/join-a-meeting, and entering the following meeting ID 289 819 805 347 and passcode: Vq9asm. If you would like to provide comments remotely, please email them to ladkisson@cityoflawrence.org or call 317-542-4470.