## CITY OF LAWRENCE

## COMMON COUNCIL GEORGE KELLER PUBLIC ASSEMBLY ROOM LAWRENCE GOVERNMENT CENTER

9001 E. 59<sup>th</sup> Street June 26, 2024 6:30 p.m.

## **AMENDED AGENDA**

Call to Order.

Pledge of Allegiance and Prayer.

Roll Call of Members and Determination of Quorum.

Comments of Council Members and Special Recognitions or Resolutions: Resolution No. 5, 2024 - A Resolution of The Common Council of The City of Lawrence, Indiana Recognizing Pride Month.

This Resolution was adopted on 6/3/2024 and tonight will be read in its entirety.

Approval of Minutes of Regular Meeting of June 3, 2024.

Signing of Vouchers, Approval of Claims and Authorization of Payment.

Reports of Committees.

Unfinished Business – Proposal No. 8, 2024 – An Ordinance of The Common Council of The City of Lawrence, Indiana Amending Title 5, Article 2, Chapter 3, Section 4 Of The Municipal Code Regarding Solid Waste Collection and Disposal User Fees. (Advertised Public Hearing)

New Business – Proposal No. 9, 2024 - An Ordinance of The Common Council of The City of Lawrence, Indiana Amending the Lawrence Municipal Code to Establishing All-Way Stop Intersections at High View Court and Winding Creek Place, Pine Grove Court and Winding Creek Drive, and West Ridge Circle and Winding Creek Place.

Proposal No. 10, 2024 - An Ordinance of The Common Council of The City of Lawrence, Indiana Adopting a Special Events Code.

Common Council Appointment to the Utility Service Board

Comments of the Administration.

Citizens' Comments (shall be limited to 3 minutes).

## Adjournment.

The public may participate remotely by going to this website: <a href="www.microsoft.com/en-us/microsoft-teams/join-a-meeting">www.microsoft.com/en-us/microsoft-teams/join-a-meeting</a>, and entering the following meeting ID 278 605 774 347 and passcode: <a href="mailto:xngRmB">xngRmB</a> If you would like to provide comments remotely, please email them to <a href="mailto:ladkisson@cityoflawrence.org">ladkisson@cityoflawrence.org</a> or call 317-542-4470.