



CITY OF BELLE ISLE, FL CITY COUNCIL MEETING

Held in City Hall Chambers, 1600 Nela Ave, Belle Isle FL

Held the 1st and 3rd Tuesday of Every Month

Tuesday, November 04, 2025 * 6:30 PM

AGENDA

City Council

Mayor Jason Carson

Vice-Mayor – Commissioner Jim Partin, District 7

District 1 Commissioner – Frank Vertolli | District 2 Commissioner – Holly Bobrowski |

District 3 Commissioner – Karl Shuck | District 4 Commissioner – Bobby Lance |

District 5 Commissioner – Beth Lowell | District 6 Commissioner – Stan Smith

Welcome to the City of Belle Isle City Council meeting. Please silence all technology during the session. Thank you for participating in your City Government.

- 1. Call to Order and Confirmation of Quorum**
- 2. Invocation and Pledge to Flag** - Commissioner Frank Vertolli, District 1
- 3. Presentations**
- 4. Public Comments & Announcements** - Persons desiring to address the Council must complete and provide the City Clerk with a yellow "Request to Speak" form, limited to three (3) minutes, with no discussion. When the Mayor recognizes you, state your name and address and direct all remarks to the Council as a body.
- 5. Consent Items** - These items are considered routine, and one motion will adopt them unless a Council member requests before the vote on the motion that an item be removed from the consent agenda and considered separately.
 - a. Approval of City Council Meeting Minutes - October 21, 2025
- 6. Unfinished Business**
 - a. Bing Grant Application - Regal Landing Wall Repair
 - b. 3904 Arajo Condemnation Update
- 7. New Business**
 - a. Approval of FDLE Drone Replacement Program Financial Assistant Agreement
 - b. Military Activation Pay and Benefits Policy
 - c. Bing Grant Application - Belle Isle Pines HOA
 - d. CCA Sponsorship - Casino Night February 21, 2026
- 8. Attorney's Report**
- 9. City Manager's Report**
 - a. City Manager's Report and Work Plan
 - b. Chief's Report
 - c. Public Works Report
- 10. Mayor's Report**
- 11. Commissioners Report**
- 12. Adjournment**