

TOWN COUNCIL REGULAR MEETING

Thursday, November 07, 2024 at 7:00 PM

Livestream viewing link and meeting materials are available on Town Website https://bristol-in.municodemeetings.com/

AGENDA

This meeting is held in the Bristol Municipal Complex is open for in-person participation.

The meeting is live streamed on Town of Bristol YouTube channel.

Livestream link is available on the Town Website

Bristol Indiana - YouTube

- 1. CALL MEETING TO ORDER
- 2. PLEDGE OF ALLEGIANCE
- 3. ROLL CALL
- 4. APPROVAL OF AGENDA
- 5. APPROVAL OF INVOICES
- 6. APPROVAL OF MINUTES
 - a. Approval of Council Meeting minutes of October 17, 2024

REPORTS

7. TOWN MANAGER

- a. Resolution No. 11-07-2024-11 AIM Medical Trust
- b. Town Manager project updates:

Howard property and I and M easement correction

8. CLERK-TREASURER

 Motion to waive the second reading and adopt Amended Salary Ordinance 11.07.2024-25 on first reading.

Change the title of Lieutenant to Chief Deputy, add new hire - Vincent Ambrose and put possible second new hire into alignment, Rehire - Cody Simon, and increase Officer Chandler Pittman's hourly rate.

b. 2025 Meeting dates for Council and Park Board

- Motion to approve the first reading with permission to publish of the Notice to Taxpayers of Additional Appropriations in the amount of \$297,205.95.
 Intelli street lights \$66,517.41, Contractual Services \$50K and Water Meter Improvements (ARP the remainder of our American Rescue Plan funds) \$180,688.54
- d. Note: petition submitted for \$246,058, approved with a modification to \$245,838

9. TOWN MARSHAL

- a. Introduction of New Officer
- b. Other topics

10. TOWN ATTORNEY

11. NEW BUSINESS

12. PRIVILEGE OF THE FLOOR (Public Comments to Council)

a. Please state your name and address | 3-minute guideline for comments

13. TOWN COUNCIL DISCUSSION ITEMS

- a. Doug DeSmith
- b. Dean Rentfrow
- c. Cathy Burke
- d. Gregg Tuholski
- e. Jeff Beachy

NEXT MEETINGS:

November 19: work session. Main street property discussion

November 21: Council meeting

14. MOTION TO ADJOURN