AGENDA

The Council for the City of Covington will hold a work session on Tuesday, December 5, 2023 at 6:30 p.m. in the Council Chambers of City Hall located at 333 W. Locust Street, Covington, Virginia.

CALL TO ORDER

APPROVAL OF AGENDA

CITIZEN COMMENTS

REPORT OF CITY MANAGER

ITEMS FOR REGULAR MEETING/AGENDA DECEMBER 12TH, 2023

PUBLIC HEARINGS

- Covington City Council will hold a Public Hearing pursuant to Sections 15.2-1427 (D), 15.2-2006, and 15.2-1800 of the Code of Virginia (1950, as amended) to consider an intent to vacate the right-of-way and disposition of public property with regards to a boundary adjustment survey for the Mcallister Memorial Presbyterian Church located at 900 N. Alleghany Avenue, Mcallister Addition, Covington, Virginia.
- 2) Covington City Council will hold a Public Hearing pursuant to Sections 15.2-1427 (D), 15.2-2006, and 15.2-1800 of the Code of Virginia (1950, as amended) to consider an intent to vacate the right-of-way and disposition of public property with regards to a Boundary Adjustment Survey for Amy L. Wills and the City of Covington, Mcallister Addition #3, Covington, Virginia.
- Covington City Council will hold a Public Hearing pursuant to Section 15.2-1800 of the Code of Virginia (1950, as amended) to consider a lease agreement for the city's public/private partnership at the former Nettleton Property.

RESOLUTIONS

- Resolution R-23-36-Schools Fund-Surplus Revenue Received from Alleghany Highlands Public Schools for Fiscal Year ending June 30, 2023
- 2) Resolution R-23-37-Parks and Recreation Litter Grant-Additional Funding Received from the State above the Budgeted Amount (No City Match)

APPOINTMENTS

- 1) CEDS Committee-To consider appointment a private sector member
- Planning Commission-To consider appointment to fill vacant seat of Mike Wickline; Term expires September 30, 2024

NEW BUSINESS

CLOSED SESSION

Covington City Council will hold a closed session to discuss personnel pursuant to Section 2.2-3711 (A) (1) of the Code of Virginia.

ADJOURNMENT