

BOARD OF COMMISSIONERS MEETING

Monday, December 9, 2013 Wendell Town Hall Boardroom 7:00 P.M. Wendell, North Carolina

• Meeting Called to Order Mayor Timothy A. Hinnant

• Welcome

• Pledge of Allegiance Chief Bill Carter

• Invocation St Eugene Catholic Church

• Adjustment and approval of the agenda

1. Public Comment Period

NOTES:

- a. Comments shall not address public hearing items.
- b. Individuals interested in speaking during the public comment time will need to sign-up prior to the beginning of the meeting. The sign-up period will begin twenty (20) minutes prior to the beginning of the meeting and will conclude at the beginning of the meeting.
- c. Each individual is limited to a time period of three (3) minutes in which to make his or her comments.
- d. Individuals making public comments are expected to be courteous to the Town Board members when making their comments.

2. Consent Agenda

NOTE:

The Board of Commissioners uses a Consent Agenda to act on non-controversial and routine items quickly. The Consent Agenda is acted upon by one motion and vote of the Board. Items may be removed from the Consent Agenda and placed on the Regular Agenda at the request of the Mayor or a Commissioner. The Consent Agenda contains the following items:

- a. Approval of the Minutes from the Monday, November 25, 2013 Board of Commissioners' meeting.
- b. Approval to accept property if tendered before December 31, 2013
- 3. Administration of the Oaths of Office for Commissioner John Boyette, Commissioner Virginia Gray, and Commissioner Jon Lutz by Town Clerk Jonnie Driver.

Recess

(5 minute recess for seating of new members by Mayor Hinnant)

- 4. Appointment of a Mayor Pro Tem.
- 5. Selection of representatives for the following committees:
 - a. CAMPO
 - b. League of Municipalities
 - c. Liaison to the Wendell Chamber of Commerce
 - d. Liaison to the East Wake Senior Center
 - e. Triangle J Council of Governments
- 6. Commissioners' Comments
- 7. Mayor's Comments
- 8. Adjourn

• Reception to Follow in the Conference Room.