

City Council Study Session

Meeting Agenda - Final

Mayor John Giles
Vice Mayor David Luna - District 5
Councilmember Mark Freeman - District 1
Councilmember Jeremy Whittaker - District 2
Councilmember Ryan Winkle - District 3
Councilmember Chris Glover - District 4
Councilmember Kevin Thompson - District 6

Thursday, February 9, 2017

7:30 AM

Council Chambers - Lower Level

Roll Call

(Members of the Mesa City Council will attend either in person or by telephone conference call)

1 Presentations/Action Items:

1-a [17-0158](#) Hear a presentation, discuss and provide direction on a permanent Household Hazardous Waste (HHW) facility located at 2412 North Center Street, and discuss the benefits of the City's recycling and HHW programs.

1-b [17-0126](#) Hear a presentation and discuss the major expenditure categories, current fiscal trends, and rising costs affecting the City's General Fund.

2 [17-0184](#) Information pertaining to the current Job Order Contracting projects.

3 Hear reports on meetings and/or conferences attended.

4 Scheduling of meetings and general information.

5 Adjournment.

Any citizen wishing to speak on an agenda item should complete and turn in a blue card to the City Clerk before that item is presented.

The Council may vote to hold an executive session for the purposes of obtaining legal advice from the City Attorney (A.R.S. §38-431.03A(3)) or to discuss and instruct the City Attorney regarding the City's position regarding contracts that are the subject of negotiations, in pending or contemplated litigation or in settlement discussions conducted in order to avoid or resolve litigation. (A.R.S. §38-431.03A(4))

The City of Mesa is committed to making its public meetings accessible to persons with disabilities. For special accommodations, please contact the City Manager's Office at (480) 644-3333 or AzRelay 7-1-1 at least 48 hours in advance of the meeting.

Si necesita asistencia o traducción en español, favor de llamar al menos 48 horas antes de la reunión al 480-644-2767.