

City of Beasley

**AGENDA
REGULAR CITY COUNCIL MEETING
TUESDAY – June 18, 2024 – 6:30 P.M.
BEASLEY CITY HALL
319 SOUTH 3RD ST., BEASLEY, TX 77417**

- 1. Call to Order**
- 2. Roll Call**
- 3. Approve minutes from may 21, 2024 Regular Meeting**
- 4. Mayor Announcements; discussion and possible action of the following:**
 - a. Meeting with Commissioner McCoy on June 12th, 2024**
 - i. Discussion on funding for the balance of the Water Well for the North side of town.**
 - ii. Discussion on funding approved for the Playground Park**
- 5. Communication from the public**

Each speaker is limited to three (3) minutes. In accordance with the Texas Open Meetings Act, the City Council may not discuss or take action on any items not posted on the agenda.
- 6. OLD BUSINESS**
 - a. Discussion and possible action to close three (3) Farm Bureau Bank CD's, and transfer the funds into a checking account to paying the Constable's Office.**
 - b. Discussion and possible action to approve the draft contract for contracting with Precinct 4 Constable's Office.**
- 7. NEW BUSINESS**
 - a. Discussion with resident Ms. Dawson regarding her studies with Texas A&M about her community research project on human trafficking.**
 - b. Discussion and possible action on the 2024 Planning Calendar for the 2025 Tax Year.**
- 8. Financial Report**
- 9. City Building Report**
 - a. Building – 1**
 - b. Electrical – 3**
 - c. Plumbing – 1**

10. **Water/Sewer Report**
 - a. **Water Well is fully repaired now. – Insurance has covered the claim from the lightening strike damage.**

11. **Adjournment**

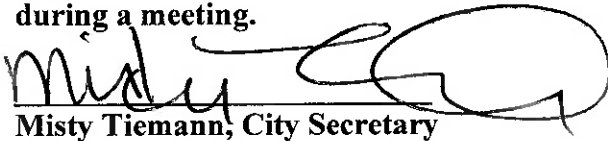
THE PUBLIC IS CORDIALLY INVITED TO ATTEND



Kenneth Reid, Mayor

CERTIFICATION: I hereby certify that the above notice of meeting was posted at Beasley City Hall at 3:00 p.m. on or before date June 14, 2024, as required in accordance with Government Code §551.041. This building is wheelchair accessible.

City of Beasley has the option to enter closed executive session at any given time during a meeting.



Misty Tiemann, City Secretary