## CITY OF CAMERON COUNCIL REGULAR MEETING AGENDA

August 5<sup>th</sup>, 2024 @ 7:00 P.M. at Benedum Building Council Chambers

**AMENDED** 

MAYOR H. GREG GALENTINE

COUNCILPERSON SARAH BURGE

COUNCILPERSON JOSEPH WENDT

COUNCILPERSON STEPHANIE NEELY

COUNCILPERSON SHERRY JOHNSON

COUNCILPERSON JOHN "PZ" WINTERS

COUNCILPERSON

CHIEF OF POLICE SHAWN ALLMAN

CITY ATTORNEY JASON POCKL OF BAILEY & WYANT P.L.L.C.

1. Call to Order

- 2. Pledge of Allegiance
- 3. Roll Call
- 4. Approval of Minutes for July 17th, 2024, and Special Meeting on July 29th.
- 5. Public Comment
- 6. New Business
  - a) Discussion and Approval / or Disapproval of Mayor H. Greg Galentine to sign Resolution for budget revision of the Levy Estimate (Coal Severance Budget) of the City of Cameron.
  - b) Discussion and Approval / or Disapproval of Mayor H. Greg Galentine to sign Resolution for budget revision of the (General Budget) of the City of Cameron.
  - c) Discussion OF AN ORDINANCE OF THE CITY OF CAMERON, WEST VIRGINIA, PROVIDING FOR AN INCREASE IN THE RATES IT CHARGES TO PROVIDE SEWER.
  - d) Discussion and Approval / or Disapproval of Mayor H. Greg Galentine to sign engagement letter for the FY End 2024 Compilation and PSC Report(s) to be completed by Lowe & Associates, PLLC. Lowe & Associates estimate that fees for these services will be billed in the amount of \$65 to \$150 per hour or portion thereof, with a total fee not to exceed \$6,500, payable upon completion of the engagement.
  - e) Discussion and Approval / or Disapproval of advertising to fill the vacancy of Councilperson for Ward 1.
  - f) Discussion and Approval / or Disapproval of paying of bills for August 5th, 2024.
- 7. Old Business
- 8. City & Community Reports
  - a) Finance Report

First (1st) of Month Report

Police Pool Cameron Landmarks

Vehicle Maintenance Property Maintenance Water

• Streets / Alleys / Lighting VFD Sewer

**Councilperson Comments** 

a) Sarah

d)

f) Sherry

b) Joseph e) John "PZ"

c) Stephanie

- 9. Mayor's Comments
- 10. Adjournment