

# **AGENDA**

## **HUNTING VALLEY COUNCIL MEETING**

**January 11, 2022**

**BEFORE THE MEETING IS CALLED TO ORDER, OATHS OF OFFICE WILL BE ADMINISTERED TO NEWLY ELECTED/REELECTED VILLAGE OFFICIALS**

1. ROLL CALL.
2. APPROVAL OF MINUTES OF A REGULAR COUNCIL MEETING OF DECEMBER 13, 2021.
3. DISCUSSION REGARDING VILLAGE'S BILLS – DECEMBER 2021.
4. DISCUSSION REGARDING DECEMBER INVESTMENT SUMMARY AND FINANCIAL STATEMENTS.
5. LEGISLATION/MOTIONS: Introduction and consideration/reconsideration:
  - A) **ELECTION BY COUNCIL OF COUNCIL PRESIDENT PRO-TEM.**
  - B) **ELECTION BY COUNCIL OF A MEMBER OF COUNCIL TO SERVE AS COUNCIL REPRESENTATIVE TO THE PLANNING AND ZONING COMMISSION IN 2022.**
  - C) **ELECTION BY COUNCIL OF A MEMBER OF COUNCIL TO SERVE AS COUNCIL REPRESENTATIVE TO THE ARCHITECTURAL BOARD OF REVIEW.**
  - D) **ORDINANCE NO 2022-1 AN ORDINANCE AMENDING THE APPROPRIATIONS FOR CURRENT EXPENSES AND OTHER EXPENDITURES OF THE VILLAGE OF HUNTING VALLEY DURING THE FISCAL YEAR ENDING DECEMBER 31, 2022 AND RATIFYING ALL EXPENDITURES CONSISTENT WITH THIS ORDINANCE.**
  - E) **ORDINANCE NO 2022-2 AN ORDINANCE AUTHORIZING THE MAYOR AND FINANCE DIRECTOR TO GRANT CERTAIN EASEMENTS TO THE CLEVELAND ELECTRIC ILLUMINATING COMPANY (AKA FIRST ENERGY CORP) AND DECLARING AN EMERGENCY.**

- F) **MOTION TO APPROVE A THEN AND NOW PURCHASE ORDER FOR \$12,232.00 TO BE PAID TO MAZENIC, RASKIN & RYDER CO., L.P.A.; TWO SEPARATE PAYMENTS OF \$4,156.25 EACH, TO BE PAID TO VAN CUREN SERVICES, INC.; AND \$5,199.62 TO BE PAID TO IRONHAWK INDUSTRIAL DISTRIBUTION FOR GOODS AND SERVICES RENDERED.**
- 6. MAYOR'S ANNOUNCEMENTS AND OTHER BUSINESS.
- 7. REPORTS BY DEPARTMENT HEADS.
  - A) Chief Michael J. Cannon.
  - B) Building Inspector/Service Director Don Cunningham.
- 8. MOTION TO ADJOURN TO EXECUTIVE SESSION TO DISCUSS PENDING OR IMMINENT LITIGATION, THE POSSIBLE ACQUISITION OR DISPOSITION OF REAL PROPERTY, AND THE APPOINTMENT AND COMPENSATION OF EMPLOYEES AND VILLAGE OFFICIALS.
- 9. RECONVENE FROM EXECUTIVE SESSION.
- 10. ADJOURN.