

NOTICE OF PUBLIC MEETING

Posted January 6, 2022

The Mayor and City Council of the City of Westwego will meet in Regular Session at 6:00 p.m., Monday, January 10, 2022, in the Council Room at City Hall, 1100 Fourth Street, Westwego, Louisiana.

AGENDA

Regular Session

Monday, January 10, 2022

CALL TO ORDER

INVOCATION AND MOMENT OF SILENCE

PLEDGE OF ALLEGIANCE

PRESENTATIONS / ANNOUNCEMENTS / ACKNOWLEDGEMENTS

CANVASS OF VOTES – MILLAGE ELECTION OF SATURDAY, DECEMBER 11, 2021

A Resolution for Adoption:

A resolution providing for canvassing the returns and declaring the results of the special election held in the City of Westwego, State of Louisiana, on Saturday, December 11, 2021, to authorize the renewal of special taxes therein.

ADDRESS THE CITY COUNCIL

Please sign in if you wish to address the City Council.

HEAR ALL REPORTS

Chief of Police Dwayne J. Munch, Sr.
Fire Chief Robert J. Hebert, Jr.
Chief Building Inspector Leslie P. Lombas, Jr.
Plumbing Inspector Chuck Poore
Electrical Inspector Roger Myers
Mechanical Inspector Jeremy Floyd
EMS Director Thomas J. Calamari, Jr.
Senior Center Coordinator Brant Fonseca
Code Enforcement Officer Chad M. Usea
Financial Report/Budget vs. Actual

APPROVE THE MINUTES

Regular Session of Monday, December 13, 2021

RESOLUTIONS FOR ADOPTION

ORDINANCES FOR INTRODUCTION

Offered by Council Member Utley:

An ordinance authorizing the City of Westwego to dispose of, in accordance with Louisiana law, certain property that is no longer needed for public use.

ORDINANCES FOR ADOPTION

Offered by Council Member Utley:

An ordinance amending and readopting the 2021 Budget for the City of Westwego.

Offered by Council Member Utley:

An ordinance approving the 2022 Budget for the City of Westwego.

OLD BUSINESS

1. (REB) Utility Bill Adjustments
2. (REB) WHARF Project
3. (REB) Readvertisement of WHARF Waterline
4. (REB) Hurricane Ida
5. (JSN) Calvin Galiano Walking Track

NEW BUSINESS

1. (REB) Building Permits
2. (RJB) Zoning Board of Adjustments Appointment

ADJOURN