

NOTICE OF PUBLIC MEETING

Posted June 7, 2021

A public meeting of the Denham Springs City Council will be held as follows:

DATE: June 8, 2021

TIME: 6:00 p.m.

PLACE: Court Room, Municipal Building 116 N. Range Ave., Denham Springs, LA

AGENDA:

Call to Order

Invocation

Pledge of Allegiance

Roll Call

****Pursuant to La. R.S. 42:14(D) public comment or input shall be allowed at any time prior to a vote on any agenda item**

#	TOPICS	NOTES
1.	Reports: (a) Building Official; (b) City Attorney; (c) Engineers; (d) City Treasurer; (e) Planning and Zoning; (f) Fire Report; (g) Animal Report; (h) Police Report.	
2.	Approve the minutes of the May 24, 2021 City Council Meeting.	
3.	Adopt the consent agenda for May 1, 2021 through May 31, 2021.	
4.	Adopt U.S Army Birthday Proclamation.	
5.	Re-discuss and take action on a front yard setback of 15 ft. Variance V-1009 located at 505 Centerville St. N.E.	
6.	Adopt 2021 Livingston Parish Multi-Jurisdictional Hazard Mitigation Plan.	
7.	Approve Payment #7 in the amount of \$30,873.12 to Plus One Construction, LLC for the Animal Shelter Project.	
8.	Approve Payment #2 in the amount of \$325,439.20 to Barriere Construction for the Benton Lane Improvements project.	
9.	Approve and award bid for wastewater submersible pump.	
10.	Approve Sales Agreement change with Gibko signs in the increased amount of \$1,905.00	
11.	Approve settlement acquisition and all supporting documents to obtain 508 Centerville St. through 2018 FMA Grant.	
12.	Adopt Resolution for DOTD Annual Maintenance Agreement.	
13.	Discuss and take appropriate action naming the annual Records Management Officer liaison for the City of Denham Springs.	
14.	Discuss and take appropriate action naming the annual Official Journal for the City of Denham Springs.	

Joan LeBlanc, City Clerk
City of Denham Springs
P.O. Box 1629
Denham Springs, LA 70727-1629

In accordance with the Americans with Disabilities Act, if you need special assistance, please contact the City of Denham Springs 665-8121 describing the assistance that is necessary.