



CITY OF ELEPHANT BUTTE SPECIAL CITY COUNCIL MEETING

Friday, January 28, 2022 – 10:00 am
103 Water Street, Elephant Butte, NM 87935

The City will also open the meeting to the public through WebEx number: (415) 655-0001, Access Code: 126 124 0239, Password: 87935. For information about accessing the meeting through your computer, go to www.cityofelephantbutte.com.

AGENDA*

1. CALL TO ORDER AND PLEDGE OF ALLEGIANCE

2. ROLL CALL

Mayor Phillip Mortensen
Mayor Pro Tem Kim Skinner
Councilor Travis Atwell
Councilor Cathy Harmon
Councilor Edna Trager

3. APPROVAL OF AGENDA - Council Declaration of Conflict of Interest

4. STATEMENT OF OPEN MEETINGS RESOLUTION & 3 MINUTE LIMIT PER SPEAKER ON ALL ISSUES

5. PUBLIC COMMENT

Public comment can be made in person, through WebEx or submitted to the Clerk-Treasurer (cityclerk@cityofeb.com) before the meeting.

6. REGULAR ITEMS

- a. Discussion/Possible Action: Fire Station #1 Rebuild
- b. Discussion/Possible Action: Resolution 21-22-111 Budget Adjustment #2 Revision

7. EXECUTIVE SESSION

- a. Discussion concerning purchase, acquisition, or disposal of real property or water rights pursuant to NMSA 1978, Section 10-15-1(H)(8).
- b. Discussion of limited personnel matters regarding City Manager interviews, pursuant to NMSA 1978, Section 10-15-1(H)(2).

8. ACTION ITEM

- a. Approve/Disapprove: Golf Course Realtor Contract
- b. Approve/Disapprove: City Manager

9. ADJOURNMENT

*Agendas are subject to revision up to three business days prior to the scheduled meeting date and time (NMSA 10-15-1 (f)). Agendas may be picked up at City Hall, 103 Water Street, Elephant Butte, NM 87935. If you are an individual with a disability who needs a reader, amplifier, qualified sign language interpreter or any other form of auxiliary aid or service to attend or participate in the meeting, please contact the City Clerk at 575-744-4892 at least one week prior to the meeting or as soon as possible. Public documents, including the agenda and minutes, can be provided in various accessible formats.