



**CITY OF MEXICO, MISSOURI
CITY COUNCIL MEETING AGENDA**

**CITY HALL
300 N. COAL STREET
MEXICO, MISSOURI 65265**

**FEBRUARY 27, 2023
6:00 P.M.**

REGULAR SESSION

1. Call to Order

2. Roll Call

3. Approval of Minutes

A. February 13, 2023 – Regular Session

4. Public Hearing

A. To Rezone Property Located at 1809 W. Liberty from R-1, Single Family District to I-2, Heavy Industrial District

5. New Business – Ordinance (Two Readings By Title Only and Passage)

A. Bill No. 2023 – 08. An Ordinance Rezoning Property Located at 1809 W. Liberty and Amending the District Map Referred to in Section 42-205 of the Code of the City of Mexico, Missouri (Zoning), to I-2, Heavy Industrial District. Two Readings By Title Only and Passage.

6. New Business – Resolutions (Reading By Title Only and Passage)

A. Bill No. 2023 – 09. A Resolution Accepting an Easement for Public Roadway and Utility Purposes from Berkshire Estates, LP for the Mars Street Extension Project in Mexico, Missouri. Reading By Title Only and Passage.

B. Bill No. 2023 – 10. A Resolution Authorizing the City Manager to Sign Contract Documents with Emery Sapp & Sons, Inc. for the Mars Street Extension Project. Reading By Title Only and Passage.

C. Bill No. 2023 – 11. A Resolution Authorizing the City Manager to Execute an Extension to the City's On-Call Maintenance Services Agreement with Plan B Development. Reading By Title Only and Passage.

D. Bill No. 2023 – 12. A Resolution Authorizing the City Manager to Execute an Extension to the City's On-Call Engineering Services Agreement with Bartlett & West, Inc. Reading By Title Only and Passage.

7. Other Business

- A. Staff Report – Purchase of CCTV Transporter and Camera for the Wastewater Department
- B. Appointments to Various Boards and Commissions
- C. Discussion – Healthcare Market Assessment and Delivery Model Feasibility Study
- D. Claims

8. Comments

- A. Council
- B. Public
(Please state name and address for the record and keep comments to a maximum of three minutes).

9. Adjournment