## City of Choctaw and Choctaw Utilities Authority Regular Pre-Meeting of the City Council/Board of Trustees No. 22 September 1, 2020 @ 6:30pm

Choctaw City Hall, 2500 N Choctaw Road Choctaw, Oklahoma 73020 Meeting held in Conference Room

## **MINUTES**

In accordance with Senate bill 661, which temporarily modified the Open Meeting Act as approved by Governor Stitt on March 18, 2020, the Choctaw City Council hosted a virtual meeting option for the Regular Meeting of the City Council/Board of Trustees on September 1, 2020 at 6:30pm using the following options:

Teleconference dial in number: +1 301 715 8592 Conference ID: 884 9861 9591 Meeting Password: 980882 Join Meeting:

https://us02web.zoom.us/j/88498619591?pwd=Tjl4a1FrYzZIMHI0ZjFnUWt5OUJJdz09

1. Call to Order @ 6:30pm

7 Present: Chad Williams (teleconference); Mike Birdsong;

Jeannie Abts; Roger Malone; Dale Gill (teleconference);

Steve Krieske (teleconference); Randy Ross

0 Absent: None

Staff Present: Ed Brown, City Manager/Executive Director;

Ray Vincent/City Attorney; Lira Deer/HR Director (teleconference); Amanda Valent/City Clerk; Tanner

McGuire/Park & Recreation Director (teleconference); Tracy Jordan/Director of Finance; Chanell Easton/Communication

Specialist; Randy Jacox/Public Works Director

(teleconference); Guy Henson/Development Services Director;

Purvi Patel/City Plannerm(teleconference); Kelly

Marshall/Chief of Police

2. Business Agenda: The following items are hereby designated for discussion only.

**2.1** Staff briefing and clarification on agenda items.

City Manager/Executive Director briefed the City Council/Board of Trustees on each agenda item and answered any questions.

2.2 Staff briefing on current and upcoming projects and/or issues relating to the City and CUA.

City Manager/Executive Director briefed Council/Board on current and upcoming projects and or issues relating to the City.

3. Adjournment:

Called @ 6:56 pm.

SEAL SEAL

CITY OF CHOCTAW, OKLAHOMA

ATTEST:

Amanda Valent, City Clerk

Randy Ross, Mayor