



PUBLIC NOTICE

Council Meeting

Tuesday, November 7, 2017 at 5:30 PM at Village Hall

Call to Order

Pledge of Allegiance

Roll Call

Approval of Agenda

Approval of Consent Agenda

1. **Approval of the October 10, 2017 Regular Council Meeting Minutes**

Requests and Responses from the Audience (Limited to 3 minutes)

Announcements and Proclamations

Reports

1. **Governing Body Reports**
2. **Manager's Report**
3. **Staff Report**
4. **Committee Reports**

Old Business - None

New Business

- A. **Discussion / Approval to Appoint William Humbert to Village Council to Replace Councilor Brinn Colenda**
- B. **Presentation of Excellence in the Line of Duty Awards**
- C. **Discussion / Approval of Resolution 2017-43 a Resolution Approving First Quarter Budget Adjustments**
- D. **Discussion / Approval of Resolution 2017-44 a Resolution for the 2018 Regular Municipal Election**
- E. **Discussion / Approval of Resolution 2017-45 a Resolution Authorizing Sale and/or Disposal of certain Village Owned Property**
- F. **Discussion / Approval of Resolution 2017-46 a Resolution to Transfer Outdated and/or Items no Longer in use to the Eagle Nest Fire Department and Colfax County Fire Department**
- G. **Discussion / Approval to Apply and Receive Annual EMS Fund Act for FY 2019**
- H. **Discussion / Approval to Apply and Receive EMS Fund Act Special Project Grant**
- I. **Discussion / Approval of a Cooperative Agreement with South Central Mountain R, C and D**

Terry Cordova, Village Clerk

Barbara Cottam, Mayor

Post: 10/31/2017

THE PUBLIC IS INVITED TO ATTEND

**Next Regular Council Meeting will be December 12, 2017 at 5:30 pm
Subject to Change Until: Friday, November 3, 2017 at 5:30 PM**

**AGENDA MAY BE PICKED UP AT THE VILLAGE HALL
3388 MOUNTAIN VIEW BLVD., ANGEL FIRE, NM 87710**

AGENDA MAY ALSO BE VIEWED AT OUR WEBSITE: WWW.ANGELFIRENM.GOV

IF YOU ARE AN INDIVIDUAL WHO IS IN NEED OF ANY AUXILIARY AID OR SERVICE TO ATTEND THE MEETING, PLEASE CONTACT THE VILLAGE CLERK'S OFFICE 48 HOURS PRIOR TO THE MEETING.