

Special Meeting Agenda

Friday, December 29, 2023
AT 5:00 PM
DEVELOPMENT CORPORATION of RICHMOND
CITY COMMISION CHAMBER
600 Morton Street, Richmond, Texas
and

via Video Conference call
(pursuant to Texas Government Code, Section 551.127)
Join Zoom Meeting
https://us06web.zoom.us/j/84113129696

A quorum of the City Commission may be present at this meeting.

- 1. Call to Order.
- 2. Recite the Pledge of Allegiance to the U.S. Flag and Texas Flag.
- 3. Public Comments. (Public comment is limited to a maximum of 3 minutes per item. No deliberations with DCR Board. Time may not be given to another speaker.)
- 4. Adjourn to Executive Session, as authorized by Texas Government Code, Section 551.087, Deliberation Regarding Economic Development Negotiations.

EXECUTIVE SESSION

In accordance with Chapter 551, Government Code, Vernon's Texas Code Annotated (V.T.C.A.) (Open Meetings Law), "The Board of Directors may meet in a Closed Executive Meeting pursuant to provisions of the Open Meetings Law, Chapter 551, Government Code, V.T.C.A. in accordance with the authority contained in the following section" Section 551.087, Deliberation Regarding Economic Development Negotiations.

E1. Project Italy

OPEN MEETING

- 5. Reconvene into Open Meeting, and take action on items, if necessary.
- 6. Adjournment

NOTICE OF ASSISTANCE AT THE PUBLIC MEETING

The Development Corporation of Richmond (DCR) meetings are available to all persons regardless of disability. This facility is wheelchair accessible and accessible parking spaces are available. Requests for accommodations, should you require special assistance, must be made 48 hours prior to this meeting. Braille is not available. Please contact the City Secretary's office at (281) 342-5456 for needed accommodations.

CERTIFICATE

I certify that the above notice of meeting was posted on a bulletin board located at a place convenient to the public in the City Hall, Richmond, Texas, on the $26^{t\,h}$ day of December 2023, at ___ a.m./p.m.

Lasha Gillespie, City Secretary

