

# TOWN COUNCIL AGENDA January 10, 2023 7:00 p.m. YouTube Live

Let us begin by acknowledging that we are gathered today in Mi'kma'ki. The ancestral, present and future territory of the Mi'kmaw people. Today, we gather with the intent followed by the living Peace and Friendship Treaties - with respect, cooperation and coexistence.

## Call to Order

## 1 Approval of Agenda

## 2 Minutes

2. 1 December 13, 2022 - Regular Meeting

#### 3 Presentations

# <u>4 Correspondence – Action Items</u>

- 4.1 Founders Society Heritage Advisory Committee Appointments
- 4.2 Anti Racism Task Force Request for Support
- 4.3 David Puxley Nova Scotia Strong Plus
- 4.4 Tom Rogers Your Help Raising Awareness About a Hemlock Killing Bug

## <u> 5 Correspondence – Information Items</u>

- 5.1 Lamar Eason, Principal, Bayview Community School Thank you for Donation
- 5.2 Hon. John Lohr, DMAH 12 Month Notice RE Construction & Demolition Debris Regulation and Guideline Changes
- 5.3 Paul LaFlesch, Deputy Minister DMAH Financial Reporting Requirements

# **6 Staff Reports**

- 6.1 Staff Report to Council January 10, 2022
- 6.2 Staff Report Municipal Special Election 2022
- 6.3 Staff memo Appointment of Development Officer
- 6.4 AREA 2022 Year End Report
- 6.5 Region 6 Budget Approval 2023-24
  - a. Region 6 Activities Summary 2022-23
- 6.6 Staff Report Electric Zero Turn Mower

# 7 Council Items

- 7.1 Mayor DeVenne Committee Appointments
- 7.2 Councillor Carver Request from Brighter Days Campaign

## **8 Committee Reports**

- 8.1 Climate & Environment Committee December 7, 2022 Draft Minutes
  - a. Blue Flag Designation Information
- 8.2 Heritage Advisory Committee December 14, 2022 Draft Minutes
- 8. South Shore Regional Library 2022 Minutes
  - a. January 21, 2022
  - b. March 23, 2022
  - c. May 18, 2022
  - d. June 22, 2022
  - e. September 21, 2022
  - f. October 19, 2022

# 9 New Business

#### 10 Closed Session

10.1 MGA 22(2)(g) legal advice eligible for solicitor client privilege

10.2 MGA 22(2)(e) contract negotiations