

CITY OF MENDOTA

"Cantaloupe Center Of The World"

AGENDA
MENDOTA CITY COUNCIL
SPECIAL MEETING
CITY COUNCIL CHAMBERS
643 QUINCE STREET
March 25, 2014
5:00 PM

The Mendota City Council welcomes you to its meetings; Regular meetings are scheduled for the 2nd and 4th Tuesday of every month. Your interest and participation are encouraged and appreciated. Notice is hereby given that Council may discuss and/or take action on any or all of the items listed on this agenda. Please turn your cell phones on vibrate/off while in the council chambers.

Any public writings distributed by the City of Mendota to at least a majority of the City Council regarding any item on this regular meeting agenda will be made available at the front counter at City Hall located at 643 Quince Street Mendota, CA 93640, during normal business hours.

CALL TO ORDER

ROLL CALL

FLAG SALUTE

FINALIZE THE AGENDA

Adjustments to the Agenda.

Adoption of the final Agenda.

CITIZENS ORAL AND WRITTEN PRESENTATIONS

At this time members of the public may address the City Council only on matters listed on the agenda involving matters within the jurisdiction of the City Council. Please complete a "request to speak" form and limit your comments to THREE (3) MINUTES. Please give the completed form to City Clerk prior to the start of the meeting. All speakers shall observe proper decorum. The Mendota Municipal Code prohibits the use of boisterous, slanderous, or profane language. All speakers must step to the podium, state their names and addresses for the record. Please watch the time.

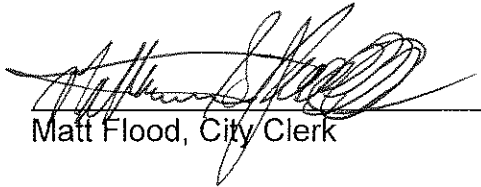
CLOSED SESSION

1. Pursuant to California Government Code 54957
PUBLIC EMPLOYMENT
Title: CITY MANAGER

ADJOURNMENT

CERTIFICATION OF POSTING

I, Matt Flood, City Clerk of the City of Mendota, do hereby declare that the foregoing agenda for the Special Meeting of the Mendota City Council of March 25, 2014, was posted on the outside bulletin board located at City Hall, 643 Quince Street on Monday, March 24, 2014, at 2:15 p.m.



Matt Flood, City Clerk