CITY OF LAWRENCE

COMMON COUNCIL GEORGE KELLER PUBLIC ASSEMBLY ROOM LAWRENCE GOVERNMENT CENTER

9001 E. 59th Street April 17, 2024 6:30 p.m.

AMENDED AGENDA

Call to Order.

Pledge of Allegiance and Prayer.

Roll Call of Members and Determination of Quorum.

Ratification of Contracts.

Comments of Council Members and Special Recognitions or Resolutions.

Approval of Minutes of Regular Meeting of April 1, 2024.

Signing of Vouchers, Approval of Claims and Authorization of Payment.

Reports of Committees.

Unfinished Business – Proposal No. 2, 2024 – An Ordinance of The City of Lawrence, Indiana Re-Establishing The Cumulative Capital Development Fund and Increasing The Cumulative Capital Development Tax Rate.

Proposal No. 3, 2024 – An Ordinance of the City of Lawrence, Indiana, Authorizing the Issuance of General Obligation Bonds for the Purpose of Providing Funds to Pay the Costs of Local Municipal Improvement Projects within the City and Effect the Current Refunding of Various Equipment Lease Financing Obligations of the City; Providing for the Payment of Such Bonds from Ad Valorem Taxes to be Levied Upon all of the Taxable Property Located in the City to the Extent Not Paid from General Revenues of the City Legally Available for Such Purpose; Providing for the Safeguarding of the Interests of the Owners of Said Bonds; Other Matters Connected Therewith; and Repealing Ordinances Inconsistent Herewith.

Proposal No. 4, 2024 – Appropriation Ordinance City of Lawrence, Indiana (General Obligation Refunding and Improvement Bonds).

New Business - Proposal No. 5, 2024 - A Resolution to Approve The City of Lawrence's 2024 ARP Fund Plan.

Comments of the Administration.

Citizens' Comments,

Adjournment,

The public may participate remotely by going to this website: www.microsoft.com/en-us/microsoft-teams/join-a-meeting, and entering the following meeting ID 281 687 537 629 and passcode: ZBsrRK If you would like to provide comments remotely, please email them to ladkisson@cityoflawrence.org or call 317-542-4470.