



CITY OF OAK HILL

REGULAR CITY COMMISSION MEETING

COMMISSION CHAMBERS - CITY HALL

**234 South US Hwy 1
Oak Hill, FL 32759**

August 23, 2010

6:00 P.M.

AGENDA

A. OPENING

1. Invocation
2. Pledge of Allegiance
3. Roll Call

B. PRESENTATION – Water and Sewer Update

C. CITY ADMINISTRATION REPORTS

1. **GASB- 45 Compliance**

D. CITY ATTORNEY NON-AGENDA ITEMS

E. POLICE DEPARTMENT RELATED ITEMS (Chief Young)

1. **Drunk Driving. Over the Limit. Under Arrest.**

F. CITY PLANNER

1. **Review of Amended Proposal from Julie Wood**
2. **Pond Ordinance Recommendation**
3. **Offsite Signage Recommendation**

G. CITIZEN PARTICIPATION (Non-agenda - 15 Minutes)

H. CONSENT AGENDA

1. Approval of the Bills and Paid Interim Bills for August 23, 2010
2. Approval of August 3, 2010 Workshop Meeting Minutes
3. Approval of August 9, 2010 Workshop Meeting Minutes
4. Approval of August 9, 2010 Regular Meeting Minutes
5. Approval of August 17, 2010 Budget Workshop Minutes

I. OLD BUSINESS

1. **Oak Hill Parks Update (Commissioner Bittle)**

J. NEW BUSINESS

1. Jordan & Associates – Available Small Cities Grant Funding

K. BOARDS & COMMITTEES

EZDA (Enterprise Zone Development Agency)
Economic Development Board
Waterfront Committee
PLDRC (Planning & Land Development Regulation Commission)
Parks and Recreational Advisory Board
Historical Preservation Board
Grant Committee

L. COMMENTS/CONCERNS FROM COMMISSION MEMBERS

M. ADJOURNMENT

Note: In accordance with Resolution 2006-17, a three (3) minute time limitation per speaker will be imposed. A speaker may address the Commission for a maximum of three (3) minutes during the Public Participation portion of the meeting, and for a maximum of three (3) minutes during any specific Agenda topic. Pursuant to Florida Statute 166.041 (3) (A), if an individual decides to appeal any decision made with respect to any matter considered at a meeting or hearing, that individual will need a record of the proceedings and will need to ensure that a verbatim record of the proceedings is made.