

**PURSUANT TO CHAPTER 551, TITLE V OF THE TEXAS GOVERNMENT
CODE, THE TEXAS OPEN MEETINGS ACT:
THE CITY COUNCIL OF THE TOWN OF INDIAN LAKE, TEXAS
WILL MEET AT THE TOWN HALL BUILDING
62 S. AZTEC COVE DRIVE, LOS FRESNOS, TX 78566**

REGULAR COUNCIL MEETING

Wednesday, December 18, 2013 AT 7:00 PM

AGENDA

Call to order; Determination and announcement by the Mayor as to the presence of a quorum;
Confirmation that the notice of the meeting has been duly posted as required by law.

Roll Call, Pledge of Allegiance and Invocation.

Citizens' Comments*:

ACTION ITEMS - Discuss and Consider Approval of the Following Items:

1. November 20, 2013 Regular Council Meeting Minutes.
2. November 2013 Financial Statements - General Fund.
3. November 2013 Financial Statements - Utility Fund.
4. November 2013 Police Department Report.
5. November 2013 Building Permit Report.
6. Request Bids for the Town of Indian Lake's Banking Depository.
7. Award Prizes to the Winners of the Town's Holiday Homescares.
8. Committee Updates and Reports
9. Announcements and Committee Reports – Mayor and Aldermen
10. Adjournment

***All citizens' comments limited to three minutes per citizen**

Whenever considered necessary and legally justified under the Open Meetings Acts, the Council reserves the right to retire into closed session concerning any of the items listed on this Agenda.

I certify this Agenda was posted on the front glass door of the Indian Lake Town Hall building at 62 S. Aztec Cove Drive, Los Fresnos, Texas beginning at 5:30 pm on 12/13/2013 and it shall remain posted continuously for at least 72 hours prior to the scheduled start of this meeting.

Amy Gonzales, City Secretary

THIS FACILITY IS WHEELCHAIR ACCESSIBLE AND ACCESSIBLE PARKING SPACES ARE AVAILABLE. REQUESTS FOR ACCOMMODATIONS FOR PERSONS WITH DISABILITIES, SPECIAL ASSISTANCE, OR INTERPRETIVE SERVICES MUST BE MADE AT LEAST 48 HOURS PRIOR TO THE SCHEDULED TIME OF THIS MEETING. CONTACT TOWN OFFICE AT THE ABOVE ADDRESS OR PHONE (956) 233-4021 FOR FURTHER INFORMATION.