Moody City Council - Minutes September 11, 2023

Mayor Joe Lee called the meeting to order at 6:00 p.m.

WELCOME VISITORS:

PRAYER: Moment of Silence for 9/11.

PLEDGE OF ALLEGIANCE: ROLL CALL: All Present

APPROVE PUBLISHED AGENDA AND ALL ADDITIONS: Motion was made by Council Member Linda Crowe to approve the agenda. Motion was seconded by Council Member Nick Rutledge and all present voted AYE: Motion was carried by unanimous vote.

APPROVE THE COUNCIL MINUTES FROM: August 28, 2023, Motion was made by Council Member Ellis Key to approve the agenda. Motion was seconded by Council Member Nick Rutledge and all present voted AYE: except Ellis Key and Matt Morris abstained, Motion was carried.

Committee & Departmental Reports: August 2023

Park and Recreation: Mike Staggs **Police Department:** Reece Smith Fire Department: Larry Horton **Public Inspections Department:** David Crowe **Public Works Department:** Steve Mitchell Sara Roberts Library: **Municipal Court:** Tim Senft - Out Senior Center: Addie Duke

1. Mayor Lee - PUBLIC HEARING: 6:06PM

<u>PUBLIC HEARING:</u> <u>Keith Hager, City Engineer</u> - Public Hearing in accordance with ADEM requirements for the use of ARPA grant funds for the purpose of Waste Water Improvements at the Dave Treadwell Waste Water Treatment Facility in Moody, AL. The Improvements include Modernization, Capacity expansion and treatment process upgrades for current and future effluent limits.

Any persons desiring to speak in favor of or in opposition to this request will be heard at this time and place.

No Comments

Close Public hearing: 6:07PM

2. Mayor Lee - PUBLIC HEARING: 6:07PM

<u>PUBLIC HEARING AND FIRST READING:</u> Wellington Development Company LLC. Request approval to rezone property totaling 27 acres located off Moody Parkway (HWY 411) and further identified as ST. Clair Co. Tax ID# 24-09-31-0-001-009.000 from AG-1 (Agricultural) to R-2 (Single Family Residential).

Any persons desiring to speak in favor of or in opposition to this request will be heard at this time and place.

- Julie Morrow Issue with water runoff and traffic.
- Paul Woods If Zoned R2 will stay R2? Mayor Lee If zoned R2 owner would to go back the Planning Commission to request a change.
- Paul Woods Will the traffic go thru Arbors? Mayor Lee Yes, if approved by the council after hearing the public and reviewing the plat.
- Charlotte Breammer I am in favor of the road coming thru the Arbors, gives more than one way out.
- Jodi Blanc Will plat info be available to the public? Mayor Lee Yes.
- Mike Fortenberry Concerned about the water runoff and flooding. Keith Hager A storm water plan will be in place.
- Mayor Lee and Alen Tunnell stated the property is to be zoned B3 in font along Hwy 411 and zoned R2 in the back.

The Moody City Council will consider this request on October 9, 2023 at regular scheduled city council meeting held at Moody City Hall, 6:00pm.

Close Public hearing: 6:25PM

3. Mayor Lee - PUBLIC HEARING: 6:25PM

<u>PUBLIC HEARING:</u> Development Agreement between the City of Moody and Wharf Casual Seafood Moody, Inc. (Location old Ruby Tuesday building.)

Any persons desiring to speak in favor of or in opposition to this request will be heard at this time and place.

No Comments

Close Public hearing: 6:26PM

- **4. Mayor Lee** Consider approval of a proclamation recognizing **2023 Alabama Farm City Week**, November 17, 2023 through November 23, 2023. Motion was made by Council Member Matt Morris to approve. Motion was seconded by Council Member Lynn Taylor and all present voted AYE: Motion was carried by unanimous vote.
- **5. Lynn Taylor** Consider approval of the 2023 2024 City of Moody Budget. Motion was made by Council Member Lynn Taylor to approve. Motion was seconded by Council Member Linda Crowe and all present voted AYE: Motion was carried by unanimous vote.

- **6. Mike Staggs** Consider approval to repair athletic field lighting. Vendor: Poe Electric, Cost: \$1,773.43, Budgeted item: 01-551-1000. Motion was made by Council Member Nick Rutledge to approve. Motion was seconded by Council Member Matt Morris.
- **7. Steve Mitchell** Consider approval to repair the Bobcat in Public Works, Vendor: Loader Services and Equipment, Inc., Cost not exceed \$2,400.00, Budgeted item: 01-515-2504. Motion was made by Council Member Ellis Key to approve. Motion was seconded by Council Member Nick Rutledge.
- **8. Larry Horton** Consider approval to renew yearly contract with Automatic Fire Systems, Inc. for the alarm monitoring at the fire pumps. Cost: \$540.00, Budgeted 01-514-5100. Motion was made by Council Member Lynn Taylor to approve. Motion was seconded by Council Member Nick Rutledge and all present voted AYE: Motion was carried by unanimous vote.
- **9. Mayor Lee** Consider approval of resolution R2023-09-11 a resolution to approve Project Development Agreement between the City of Moody and Wharf Casual Seafood Moody, Inc. Motion was made by Council Member Linda Crowe to approve. Motion was seconded by Council Member Matt Morris and all present voted AYE: Motion was carried by unanimous vote.
- **10.** Mayor Lee Consider approval to resolution R2023-09-11A a resolution to approve Certificate of Indebtedness evidencing the obligations of the City of Moody set forth in the Project Development Agreement between the City of Moody and Wharf Casual Seafood Moody, Inc. Council Member Linda Crowe to approve. Motion was seconded by Council Member Nick Rutledge and all present voted AYE: Motion was carried by unanimous vote.
- 11. Reece Smith To recognize Brian Smith on his promotion to the rank of Sergeant (SRO Division).
- **12. Mayor Lee** Consider approval to hire Witt O'Brien as the grant writer for the city, 12-month contract with renewals. (Subject to city attorney review) Council Member Matt Morris to approve. Motion was seconded by Council Member Ellis Key and all present voted AYE: Motion was carried by unanimous vote.

Motion was made by Mayor Lee to close the meeting at 6:33PM with no further business before the city.

Approved the 25th day of September, 2023

	Mayor Joe Lee	
Attest: Tracy L. Patterson		