## **AGENDA**

## TOWN OF EDISTO BEACH August 11, 2016 REGULAR TOWN COUNCIL MEETING 6:00 P.M.

I.	Call	l to	Order

- II. Invocation and Pledge of Allegiance
- III. Approval of Minutes
  - A. Regular Council Meeting, July 13, 2016
- IV. Proclamations and Presentations
  - A. MASC Achievement Award Video
- v. Old Business
  - A. Burley L. Lyons Park
  - B. Water Improvement Project
  - C. Stray and Lost Pets
  - D. US Army Corps of Engineers (USACE) Preliminary Engineer Design (PED)

## VI. New Business/Appearances

- A. First Reading of Ordinance No. 2016-16 to Enact and Establish a Temporary Moratorium on the Issuance and Approval of New Irrigation Taps and Meters in the Town of Edisto Beach Until Further Notice Due to Water Supply and Equipment Overuse Concerns and in Order to Allow the Town Officials Time to Study the Issues
- B. Agreement to Mediate
- C. Resolution No. 2016-R17 to Appoint a Voting Delegate to the South Carolina Rural Water Association
- D. Special Event Application -Lowcountry River Rats, LLC
- E. First Reading of Ordinance No. 2016-18 to Amend Section 58-161(a)(5) of the Town's Code of Ordinances to Include Provisions for Outdoor Entertainment on Thursday, Sunday and National Holidays Subject to Certain Limitations
- F. Emergency Operations Procedures
- VII. Committee Vacancies
  - A. Zoning Board of Appeals 2 vacancies
- VIII. Accommodations Tax Advisory Board
  - A. Chamber of Commerce Off Season Marketing (6-hour drive market)
  - B. Chamber of Commerce Off Season Marketing (extended drive market)
- IX. Departmental Reports and Committee Updates
- X. Public Comment Period
- **XI.** Executive Session
  - A. Personnel-Legal Briefing-Del Dennis Lawsuit [SC Code 30-4-70a (2)]
  - B. Legal Advice Regarding Property Lot 7 Block UU, Lot 7 Block YY, Lot 8 Block YY [SC Code 30-4-70a (2)]
  - C. Legal Advice Regarding Property Tract M [SC Code 30-4-70a (2)

Upon Returning to Open Session, Action May Be Taken By the Council on the Items Discussed During the Executive Session

XII. Adjournment