



AGENDA: CITY OF NORTH AUGUSTA REGULAR CITY COUNCIL MEETING
March 18, 2019 – Municipal Center – 100 Georgia Avenue, 3rd Floor – 7:00 P.M.

CITIZEN COMMENTS: Citizens may speak to Mayor and City Council on each item listed on this agenda. Mayor Pettit will call for your comments prior to City Council discussing the matter. **Citizens wishing to address Mayor and City Council are required to submit a Speaker Form to the City Clerk before addressing Mayor and City Council.** Forms are provided on the credenza at the entrance to the Council Chambers. Citizen comments are limited to five minutes.

CITIZEN ASSISTANCE: Individuals needing special assistance or sign interpreter to participate in the meeting, please notify the Administration Department 48 hours prior to the meeting.

1. **CALL TO ORDER:**
2. **INVOCATION AND PLEDGE OF ALLEGIANCE:**
3. **ROLL CALL:**
4. **APPROVAL OF MINUTES:** Regular and study session meeting minutes of March 4, 2019

NEW BUSINESS

5. **PARKS, RECREATION & TOURISM:** Resolution No. 2019-10 – A Resolution Providing Findings about the Hamburg Incident of 1876 and Appointing Members of a Committee to Evaluate Options for an Additional Display in John C. Calhoun Park
6. **PLANNING & DEVELOPMENT:** Resolution No. 2019-11 – A Resolution Directing the City Administrator to File an Application Requesting Text Amendments of the North Augusta Development Code. Such Text Amendments Related to Article 3.6.4.5.2 Development Standards and 3.8.1.1 Applicability/Corridor Overlay Districts
7. **PRESENTATIONS/COMMUNICATIONS/RECOGNITION OF VISITORS:**
 - A. **Citizen Comments:** At this time, citizens may speak to Mayor and City Council regarding matters not listed on the agenda. **Citizens wishing to address Mayor and City Council are required to submit a Speaker Form to the City Clerk before addressing Mayor and City Council.** Forms are provided on the credenza at the entrance to the Council Chambers. Citizen comments are limited to five minutes.
 - B. **Council Comments**
8. **ADJOURNMENT:**