



AGENDA

**SPECIAL COUNCIL MEETING
SATURDAY, JANUARY 28, 2017**

8:00 A.M.

**VILLAGE OF QUESTA COUNCIL CHAMBERS
2500 OLD STATE ROAD 3**

Notice is hereby given that the Village of Questa Governing Body will hold a Special Council Meeting on Saturday, **January 28, 2017 at 8:00am** at the Village of Questa Council Chambers located at 2500 Old State Road 3, Questa, New Mexico.

- I. **CALL TO ORDER BY MAYOR MARK L. GALLEGOS**

- II. **ROLL CALL**

- III. **PLEDGE OF ALLEGIANCE**

- IV. **APPROVAL OF AGENDA**

- V. **DISCUSSION ITEMS** –
 - A. Procedures for Councilmembers to place items on agenda
 - B. Travel Procedures and Budgets for the Governing Body
 - C. Communication between the Mayor and Council.
 - D. Department Organization, Chain of Command and Protocol
 - E. Schedule to complete current Village Capital Improvement Projects
 - F. Update on Water System Failure
 - G. Municipal Water System Operation (current and future)
 - H. SOP's & Implementation Plan
 - I. Volunteer PE/Tech. Assistance to Public Works Dept.
 - J. Water System Improvements
 - K. Road Improvements
 - L. Fiscal Budget moving forward (in light of water crisis expenses)

- VI. Mr. John Sanchez, NM Lieutenant Governor – Municipal Water System

- VII. **EXECUTIVE SESSION** - (*The Governing Body may convene into Executive Session at this time pursuant to the NM Open Meetings Act NMSA 1978 10-15-1*)
 - A. Limited Personnel Matters (Section 10-15-1(H) (2)) –
 - (1.) Public Works Staff
 - (2.) Administrator Position

- VIII. **ADJOURNMENT**

If you are an individual with a disability who is in need of a reader, amplifier, qualified sign language interpreter, or any other form of auxiliary aid of service to attend or participate in the hearing or meeting, please contact the Village Clerk at least one week prior to the meeting or as soon as possible. Public documents, including the agenda and minutes, can be provided in various accessible formats. Please contact the Village Clerk at 575-586-0694 if a summary or other type of accessible format is needed.