



AGENDA
VILLAGE OF QUESTA
REGULAR COUNCIL MEETING
TUESDAY, OCTOBER 10, 2017
6:00 P.M.

Notice is hereby given that the Village of Questa Governing Body will hold a Regular Council Meeting on Tuesday, October 10, 2017 at 6:00pm 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. **APPROVAL OF MINUTES**
 - A) September 26, 2017 – Regular Meeting
- VI. **PUBLIC COMMENTS** - *(It is the policy of the Governing Body to accept public comment. Because your particular issue is not on the agenda the Governing Body cannot respond immediately, but may direct staff to address issues at a future Council Meeting. Public comments are limited to a maximum of three minutes.)*
- VII. **PRESENTATION** - Swear-In of Village Administrator Mr. Nicholas Maestas
- VIII. **ACTION ITEMS**
 - A) Discussion, Consideration & Decision - Letter of Support for NM State Game Commission/ New Mexico Dept. of Game and Fish
 - B) Discussion, Consideration & Decision – Appointment of Member to the Taos Central Dispatch Board of Directors
- IX. **DISCUSSION ITEMS**
 - A) Procedure for the sale of material at the Business Park
- X. **FINANCIALS** – Ms. Karen Shannon, Finance Director
 - A) Discussion, Consideration & Decision regarding the approval of Unpaid Vouchers
- XI. **MATTERS FROM ADMINISTRATOR** – Mr. Nicholas Maestas
- XII. **MATTERS FROM MAYOR AND COUNCIL**
- XIII. **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.