

AGENDA

VILLAGE OF QUESTA

REGULAR COUNCIL MEETING TUESDAY, JANUARY 9, 2024 6:00 PM

VILLAGE OF QUESTA COUNCIL CHAMBERS 2500 OLD STATE ROAD 3

NOTICE TO THE PUBLIC

Mayor John Anthony Ortega Councilmember Brent P. Jaramillo | Councilmember Louise T. Gallegos | Councilmember Jason Gonzalez | Councilmember Katrina Gonzales, Mayor Pro-Tem

THIS WILL BE AN IN-PERSON MEETING AND THE PUBLIC IS INVITED TO ATTEND.

- I. <u>CALL TO ORDER</u>
- II. ROLL CALL
- III. PLEDGE OF ALLEGIANCE
- IV. <u>APPROVAL OF AGENDA</u>
- V. **APPROVAL OF MINUTES**
 - A) Regular Council Meeting December 12, 2023
- VI. PUBLIC COMMENTS

(It is the policy of the Governing Body to accept public comment. Because your 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. <u>DEPARTMENT HEAD UPDATES</u>

- A) Sharon Nicholson, Library Director
- B) Judge Michael Rael, Village of Questa Court
- C) Sara Trujillo, MVD Supervisor
- D) Raynelle Sanchez-Cordova, EMS Director
- E) Ronald G. Montez Jr., Chief of Police
- F) Donald Casaus, Public Works, Airport
- G) Anthony Martinez and John Rael, Public Works, Sewer and Water
- H) Valerie Vigil, Clerk/CPO, Grant Procurement Update

VIII. DISCUSSIONS

- A) Village of Questa 2024 Goals
- B) Retreat; Priorities and Budget
- IX. MATTERS FROM VILLAGE ATTORNEY
- X. MATTERS FROM THE ADMINISTRATOR
- XI. MATTERS FROM THE MAYOR AND COUNCILMEMBERS

XII. <u>ADJOURNMENT</u>

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.