Meeting Minutes September 25, 2023

The Mayor and Board of Commissioners of the City of Sweetwater met in a called meeting and workshop session on Monday, September 25, 2023, at 5 p.m. at City Hall. Mayor Lowe called the meeting to order with Commissioners present being: Lamar Hughes, Alan Richeson, JoAnna Jinks, and James H. Stutts. Commissioner Sam Moser was out due to a work conflict. City Attorney John Cleveland was present.

A public hearing was opened to take comment on Ordinance No. 1024. No written oral comments were given. The public hearing was closed.

Commissioner Hughes moved to approve Ordinance No. 1024 to amend Title 14, Zoning regarding self-storage facilities on second and final reading. The motion was seconded. Upon Roll Call Voting, the Ayes were as follows: Commissioners Hughes, Richeson, Jinks, and Stutts. Nays being none. The motion was carried.

The called meeting was adjourned and a workshop session was convened. Commissioner Hughes and Chief Byrum described the amended plan which provided handicap parking near the church entrance. They both recommended adopting the revised plan. The item was placed on the October agenda for action.

Commissioner Jinks reviewed the downtown project and the board discussed the progress and next steps. The board agreed to walk down to the gazebo after the meeting to be sure everyone was on the same page with the sidewalk extending from Monroe Street to the traincar circle, effectively keeping traffic from Main Street from turning into the gazebo area. Upon inspection after the meeting, no board member objected and the plan to pour the final section of concrete would proceed the following day. Discussion concerning the Walnut Street crossing would be added to the October agenda.

Mayor Lowe reviewed the upcoming October meeting agenda. Department Heads for Fire, Police, Streets, Parks, and Main Street gave a brief report to the board.

No further action was taken. The meeting was adjourned at 5:45 p.m.

This the 25 th day of September, 2023.		
Mayor	– Attest:	
	DECORDER	

RECORDER