



CITY COUNCIL SPECIAL MEETING AGENDA

Our Vision: A well-planned lakeside community of quality neighborhoods, distinctive amenities, diverse employment, and cultural charm. Rowlett: THE place to live, work and play.

Tuesday, December 19, 2023

6:30 P.M.

Municipal Building – 4000 Main

As authorized by Section 551.071 of the Texas Government Code, this meeting may be convened into closed Executive Session for the purpose of seeking confidential legal advice from the City Attorney on any agenda item herein.

The City of Rowlett reserves the right to reconvene, recess or realign the Special Session or called Executive Session or order of business at any time prior to adjournment.

Process for Public Input: If you are not able to attend in person, you may complete the [Public Input Form](#) on the City's website by 3:30 p.m. the day of the meeting. All forms will be forwarded to the City Council prior to the start of the meeting.

For in-person comments, registration forms/instructions are available outside the door of the City Hall Conference Room.

- 1. CALL TO ORDER**
- 2. INDIVIDUAL CONSIDERATION**
- 2A.** Consider action to approve a resolution canvassing the results of the Runoff Election held on Saturday, December 9, 2023 for the position of Councilmember Place One.
- 3. PRESENTATIONS**
- 3A.** Conduct oath of office for newly elected Councilmember.
- 4. ADJOURNMENT**

A handwritten signature in blue ink that reads "Evette Whitehead".

Evette Whitehead, Interim City Secretary

I certify that the above notice of meeting was posted on the bulletin boards located inside and outside the doors of the Municipal Center, 4000 Main Street, Rowlett, Texas, as well as on the City's website (www.rowlett.com) on the 15th day of December 2023, by 5:30 p.m.

City of Rowlett City Council meetings are available to all persons regardless of disability. If you require special assistance, contact the City Secretary at 972-412-6115 or write 4000 Main St., Rowlett, Texas, 75088, at least 48 hours in advance of meeting.