

TOWN OF ABINGDON, VIRGINIA MID-MONTH SESSION WEDNESDAY, AUGUST 19, 2020 – 2:30 pm COUNCIL CHAMBERS TOWN HALL

DRAFT AGENDA

Please note there will be an opportunity during the meeting for citizens to address the Town Council when the Mayor declares public comments open. We request that anyone addressing the Council, sign up, approach the podium when called, state your first and last name, and provide your complete mailing address.

- A. WELCOME Mayor Webb
- B. ROLL CALL Kim Kingsley, Clerk
- C. APPROVAL OF AGENDA Mayor Webb
- **D. PUBLIC COMMENTS** Please place your name on the sign-up sheet provided and comments are limited to three (3) minutes per person.
- E. PETITION(S) AND PUBLIC HEARINGS
- F. PROCLAMATIONS
- G. NEW BUSINESS
 - Consideration of request from the Virginia Department of Transportation to deviate from Section 30-32 (b) and Section 30-34 of the Town Code (Noise regulations) for intersection improvements at West Main Street and Jonesboro Road. – *John Dew*, *Director of Public Works*

H. RESOLUTIONS

1. Rescind Resolution determining property located at 130 Wall Street, commonly known as "The Abingdon Mercantile", for redevelopment pursuant to Section 36-55.30:2.B, Code of Virginia, 1950, as amended. – *Cameron Bell, Esq.*

I. UNFINISHED BUSINESS

1. Continued discussion from August 3, 2020 meeting regarding proposed Zoning Text Amendment, Part II – Code. Appendix B – Zoning Ordinance; Article 21. – Signs. – *Jason Boswell, Director of Planning*

J. MISCELLANEOUS BUSINESS AND COMMUNICATIONS FROM TOWN MANAGER

- 1. Discussion regarding yard sale permits *James Morani*, *Town Manager*
- 2. Coomes Recreation Center reopening plan *James Morani*, *Town Manager*

3. Police Operations Update – *Chief Jon Holbrook*

K. COUNCIL MEMBER REPORTS

- **L. CLOSED SESSION** Discussion as permitted by Virginia Code Section 2.2-3711(A)(3), of potential disposition of publicly held real property where the discussion in an open meeting would adversely affect the Town's bargaining position.
- L. ADJOURNMENT