

CITY COUNCIL OF THE CITY OF SACHSE

SPECIAL MEETING MINUTES

AUGUST 29, 2016

The City Council of the City of Sachse held a special meeting on Monday, August 29, 2016 at 7:30 p.m. at Sachse City Hall, 3815-B Sachse Road, Sachse, Texas. Those present were Mayor Mike Felix, Council Members Brett Franks, Charlie Ross, Paul Watkins, Bill Adams, Cullen King, and Jeff Bickerstaff. City Manager, Gina Nash; City Secretary, Michelle Lewis Sirianni; Human Resources Director, Stacy Buckley; Community Development Director, Dusty McAfee; Finance Director, Teresa Savage; Director of Public Works and Engineering, Greg Peters; Parks and Recreation Director, Lance Whitworth; Police Chief, Bryan Sylvester; and Fire Chief, Marty Wade.

Mayor Felix called the meeting to order at 7:33 p.m.

INVOCATION AND PLEDGE OF ALLEGIANCE TO U.S. AND STATE FLAG: The invocation was offered by Councilman Franks and the pledges by Councilman Watkins.

REGULAR AGENDA ITEMS:

16-3480 Conduct a public hearing on the Proposed Tax Rate for the 2016-2017 Fiscal Year.

Mrs. Nash introduced this item stating that the public hearing is solely on the proposed tax rate and the public hearing on the budget will be on Tuesday, September 6, 2016.

Mrs. Savage provided Council with an overview of the remaining dates on the budget calendar, reflected the certified rolls with the truth-in taxation, and the effective/rollback tax rates. Mrs. Savage stated that the proposed tax rate is the same as last year at 0.757279.

Mayor Felix opened the public hearing.

Jack Hawkins, 4305 Oakbluff Lane, urged Council to reconsider the proposed tax rate. Mr. Hawkins is concerned about prices and would like to see a lower rate and a lean budget.

Council Adams made a motion to close the public hearing. Mayor Pro Tem Ross seconded that motion and the motion was unanimously approved.

No further comments were made.

ADJOURNMENT: At 7:43 p.m. Mayor Felix adjourned the meeting.


MIKE J FELIX, MAYOR

ATTEST:

Michelle Lewis Sirianni
Michelle Lewis Sirianni, City Secretary

