



Tuesday, November 8, 2016
ECONOMIC AND COMMUNITY DEVELOPMENT COMMITTEE

COMMITTEE MEMBERS**Commissioner Schlesinger - Chairman****Commissioner Lucas - Vice Chairman****Commissioner Defore****Commissioner Tillman****Commissioner Watkins****Julie Moore - Staff Contact****1. APPROVAL OF MINUTES**

Subject **A. Approval of minutes from October 25, 2016 Committee Meeting**

Meeting Nov 8, 2016 - ECONOMIC AND COMMUNITY DEVELOPMENT COMMITTEE

Category 1. APPROVAL OF MINUTES

Type Minutes

File Attachments
[10-25-2016.pdf \(20 KB\)](#)

2. APPOINTMENTS TO BOARDS, COMMISSIONS AND AUTHORITIES

Subject **A. A Resolution appointing Mayor Robert A. B. Reichert to the Central Georgia Joint Development Authority**

Meeting Nov 8, 2016 - ECONOMIC AND COMMUNITY DEVELOPMENT COMMITTEE

Category 2. APPOINTMENTS TO BOARDS, COMMISSIONS AND AUTHORITIES

Type Action

Sponsored by Mayor Robert A. B. Reichert

File Attachments
[11-8-2016 - Res Appoint Mayor Reichert to Central GA Joint Development Authority.pdf \(418 KB\)](#)

3. BLIGHT BOND FUNDS

Subject **A. An Ordinance to appropriate \$39,610.38 from District 8 Blight Bond Funds to be used for the Tindall Fields Sidewalk Neighborhood Redevelopment and Blight Remediation Project**

Meeting Nov 8, 2016 - ECONOMIC AND COMMUNITY DEVELOPMENT COMMITTEE

Category 3. BLIGHT BOND FUNDS

Type Action

Sponsored by Commissioner Virgil Watkins

File Attachments

[11-8-2016 - Ord Approve Tindall Fields Sidewalk Blight Project \\$39610.pdf \(1,513 KB\)](#)

Subject **B. An Ordinance to appropriate an additional \$55,752 from District Two Blight Bond Funds to the \$144,248 previously appropriated for a total appropriation of \$200,000 for the Lynmore Avenue Neighborhood Revitalization and Blight Redevelopment Project**

Meeting Nov 8, 2016 - ECONOMIC AND COMMUNITY DEVELOPMENT COMMITTEE

Category 3. BLIGHT BOND FUNDS

Type Action

Sponsored by Commissioner Larry Schlesinger

File Attachments

[11-8-2016 - Ord Add \\$55752 District 2 Blight Bond Funds to Lynmore Avenue.pdf \(1,264 KB\)](#)