VILLAGE OF BARTLETT BOARD AGENDA DECEMBER 20, 2016 <u>7:00 P.M.</u>

- 1. CALL TO ORDER
- 2. <u>ROLL CALL</u>
- 3. INVOCATION
- 4. PLEDGE OF ALLEGIANCE
- 5. *CONSENT AGENDA*

All items listed with an asterisk* are considered to be routine and will be enacted by one motion. There will be no separate discussion of these items unless a Board member so requests, in which event, the item will be removed from the General Order of Business and considered at the appropriate point on the agenda.

- *6. <u>MINUTES</u>: Board and Committee Minutes December 6, 2016
- *7. BILL LIST: December 20, 2016
- 8. TREASURER'S REPORT: October, 2016

Motor Fuel Tax Report - September, 2016

Sales Tax Report –August, 2016 1. National Night Out Award/Video

- 9. <u>PRESIDENT'S REPORT</u>:
- 2. Class D Liquor License for St. Peter Damian Catholic Church

10. QUESTION/ANSWER: PRESIDENT & TRUSTEES

11. <u>TOWN HALL</u>: (Note: Three (3) minute time limit per person)

12. STANDING COMMITTEE REPORTS:

A. PLANNING & ZONING COMMITTEE, CHAIRMAN REINKE

- 1. Ordinance Approving RLE Property Corporation Annexation Agreement
- 2. Ordinance Annexing the RLE Property Corporation 2.055+/- Acre Parcel
- 3. Ordinance Rezoning the 6.475+/- Acre RLE Property to B-3, Granting a Special Use Permit and Site Plan Approval for RLE Property Corporation
- 4. Resolution Approving Intergovernmental Agreement Between the Village of Streamwood, RLE Property Corporation and the Village of Bartlett
- 5. Resolution Approving RLE Property Corporation Public Improvements Completion Agreement
- 6. Resolution Approving Ala Carte Entertainment, L.P. Easement Agreement
- B. BUILDING COMMITTEE, CHAIRMAN HOPKINS None
- C. <u>FINANCE & GOLF COMMITTEE, CHAIRMAN DEYNE</u> 1. 2017-21 Capital Improvements Program
- D. <u>LICENSE & ORDINANCE COMMITTEE, CHAIRMAN ARENDS</u> None
- E. <u>POLICE & HEALTH COMMITTEE, CHAIRMAN CARBONARO</u> None
- F. <u>PUBLIC WORKS COMMITTEE, CHAIRMAN CAMERER</u> None
- 13. NEW BUSINESS:
- 14. QUESTION/ANSWER: PRESIDENT & TRUSTEES
- 15. ADJOURNMENT