

City of Laredo

1110 HOUSTON STREET
LAREDO, TEXAS 78040

WORKSHOP AGENDA

A-2024-W-01

Monday, April 8, 2024

3:00 PM

City Council Chambers

City Council - Workshop

**City of Laredo
WORKSHOP
A-2024-W-01
COUNCIL CHAMBERS
1110 HOUSTON STREET
LAREDO, TEXAS 78040
3:00 PM**

- I. CALL TO ORDER**
- II. PLEDGE OF ALLEGIANCE**
- III. MOMENT OF SILENCE**
- IV. ROLL CALL**

CITIZEN COMMENTS

Citizens can participate through in-person and written comments submitted through an online form. Citizens wishing to provide in-person comments are required to fill out a witness card and submit it to the City Secretary no later than 5:45 p.m. and identify themselves at the microphone. Comments are limited to three (3) minutes per speaker. Speakers may not pass their minutes to any other speaker. Citizens wishing to submit a written public comment must submit here or visit <https://www.cityoflaredo.com/council-agendas.html> by 12:00 noon of the Council meeting day. All comments should be relevant to City business and delivered in a professional manner. No derogatory remarks will be permitted.

V. STAFF REPORT

- 1. Discussion on Utilities Department projects, and any other matters incident thereto. [24-0806](#)
 - a. Water conservation ordinance
 - b. Expansion of water development for economic growth
 - c. Water Master Plan
 - d. Effluent re-use
- 2. Discussion on facility needs for the Laredo Police Department, and any other matters incident thereto. [24-0807](#)
- 3. Discussion on facility needs for the Laredo Fire Department, and any other matters incident thereto. [24-0808](#)
- 4. Discussion on items related to the budget process for the upcoming fiscal year including, but not limited to: [24-0809](#)
 - a. CIP
 - b. Retirement Incentive Program
 - c. Obesity Medication Program

VI. ADJOURN

This notice was posted at the Municipal Government Offices, 1110 Houston Street, Laredo, Texas, at a place convenient and readily accessible to the public at all times. Said notice was posted on Friday, April 5 2024, at 2:45 p.m.