

### **Town of Cutler Bay**

Town Hall 10720 Caribbean Blvd Cutler Bay, FL 33189

# Meeting Minutes Local Planning Agency

MAYOR AND COUNCIL MEMBERS
Mayor Tim Meerbott
Vice Mayor Sue Ellen Loyzelle
Council Member Robert "BJ" Duncan
Council Member Michael P. Callahan
Council Member Roger Coriat

CHARTER OFFICIALS
Town Attorney Mitchell Bierman
Town Attorney Chad Friedman
Town Manager Rafael G. Casals, ICMA-CM, CFM
Town Clerk Debra E. Eastman, MMC

Wednesday, May 20, 2020

7:00 PM

**Council Chambers** 

## 1. CALL TO ORDER, ROLL CALL, PLEDGE OF ALLEGIANCE & MOMENT OF SILENCE

This meeting was held virtually utilizing communications media technology per Governor De Santis Executive Orders and Town Manager Rafael Casals Emergency Orders.

At 7 p.m. Mayor Tim Meerbott called the meeting to order. Town Clerk Debra Eastman provided announcements and instructions and called the roll.

**Present:** 5 - Tim Meerbott, Sue Ellen Loyzelle, Robert "BJ" Duncan, Michael P. Callahan and Roger Coriat

#### 2. ORDINANCES FOR FIRST READING (NO PUBLIC HEARING REQUIRED)

A. AN ORDINANCE OF THE MAYOR AND TOWN COUNCIL OF THE TOWN OF CUTLER BAY, FLORIDA, AMENDING SECTION 3-164 RELATING TO ALTERNATIVE MATERIALS AND PAVERS; PROVIDING FOR SEVERABILITY; PROVIDING FOR CONFLICTS; PROVIDING FOR CODIFICATION; AND PROVIDING FOR AN EFFECTIVE DATE.

Town Clerk Debra Eastman read the title of the ordinance. Mayor Meerbott requested that public comments be made at the Regular Town Council meeting as the item will be referred to the Regular Town Council meeting. A motion was made by Council Member Coriat, seconded by Council Member Callahan, that this Ordinance be referred to the Town Council. The motion carried by the following vote:

Yes: 5 - Mayor Meerbott, Vice Mayor Loyzelle, Council Member Duncan, Council Member Callahan and Council Member Coriat

#### 3. ORDINANCES FOR FIRST READING (PUBLIC HEARING REQUIRED)

There were none.

#### 4. OTHER BUSINESS

There was no other business.

#### 5. ADJOURNMENT

The meeting adjourned at 7:10 p.m.