



**AGENDA**  
**OCTOBER 9, 2023**  
**LAVON CITY COUNCIL**  
**CITY HALL, 120 SCHOOL ROAD, LAVON, TEXAS**  
**SPECIAL MEETING**  
**7:00 PM**

The City Council will join the Board of Directors of the Lavon Economic Development Corporation (LEDC) at the LEDC Board regular meeting for a joint workshop.

**1. WORKSHOP**

Review of Economic Development Tools for EDC's and Cities presented by Julie Fort, Messer-Fort

**2. EXECUTIVE SESSION**

In accordance with the Texas Government Code, Chapter 551, Subchapter D, the City Council may recess into Executive Session (closed meeting) pursuant to Section 551.071 (2) consultation with Attorney on a matter in which the duty of the attorney to the governmental body under the Texas Disciplinary Rules of Professional Conduct of the State Bar of Texas clearly conflicts with this chapter.

**3. RECONVENE INTO REGULAR SESSION**

Consider and take any action necessary as a result of the executive session.

This is to certify that this Agenda was duly posted on the City's website at [www.cityoflavon.com](http://www.cityoflavon.com) and at City Hall and on or before 6:00 PM on October 3, 2023.

*/ Rae Norton /*

---

Rae Norton, City Secretary

1. Notice is hereby given that members of the City Council, Economic Development Corporation Board, Planning and Zoning Commission, and Parks and Recreation Board may attend the meeting.
2. The body reserves the right to meet in Executive Session closed to the public at any time in the course of this meeting to discuss matters listed on the agenda, as authorized by the Texas Open Meetings Act, Texas Government Code, Chapter 551, including §551.071 (private consultation with the attorney for the City); §551.072 (discussing purchase, exchange, lease or value of real property); §551.074 (discussing personnel or to hear complaints against personnel); and §551.087 (discussing economic development negotiations). Any decision held on such matters will be taken or conducted in Open Session following the conclusion of the Executive Session.