CITY OF GREEN COVE SPRINGS CITY COUNCIL EMERGENCY SPECIAL SESSION



321 WALNUT STREET, GREEN COVE SPRINGS, FLORIDA TUESDAY, OCTOBER 08, 2024 – 9:00 AM

MINUTES

Invocation & Pledge of Allegiance to the Flag – Steve Kennedy, City Manager

Roll Call

COUNCIL MEMBERS PRESENT: Mayor Steven Kelley, Vice Mayor Thomas Smith (via Teams), Council Member Connie Butler, Council Member Ed Gaw

COUNCIL MEMBERS ABSENT: Council Member Matt Johnson

STAFF MEMBERS PRESENT: Steve Kennedy, City Manager, Mike Null, Assistant City Manager, Erin West, City Clerk

Mayor to call on members of the audience wishing to address the Council on matters not on the Agenda. No comments

COUNCIL BUSINESS

1. City Council approval of Emergency Resolution No. R-29-2024, declaring a Local State of Emergency due to Hurricane Milton.

City Manager Steve Kennedy updates the Council on storm preparations and speaks about the approval of the resolution.

Assistant City Manager Mike Null updates the Council on opening the EOC and storm preparations.

Motion to approve Emergency Resolution No. R-29-2024, declaring a local state of emergency due to Hurricane Milton.

Motion made by Vice Mayor Smith, Seconded by Council Member Gaw.

Voting Yea: Mayor Kelley, Vice Mayor Smith, Council Member Butler, Council Member Gaw

Mr. Kennedy updates the Council on the progress of debris pickup and progress from Hurricane Helene and advises he extended the local state of emergency but now the Council will need to extend it.

Emergency motion to extend Emergency Resolution No. R-28-2024, declaring a local state of emergency for Hurricane Helene for an additional 7 days with it ending on October 15, 2024.

Motion made by Vice Mayor Smith, Seconded by Council Member Gaw.

Voting Yea: Mayor Kelley, Vice Mayor Smith, Council Member Butler, Council Member Gaw

Adjournment	
There being no further business to come before the C	City Council, the meeting was adjourned at 9:20 a.m. CITY OF GREEN COVE SPRINGS, FLORIDA
	Steven R. Kelley, Mayor
Attest:	
Erin West, City Clerk	