



TOWN OF DINOSAUR

**Dinosaur Town Council
Dinosaur Council Chambers
November 8, 2022, at 6:00 p.m.**

AGENDA

REGULAR MEETING CALLED TO ORDER AT 6:00 P.M.

PLEDGE OF ALLEGIANCE

ROLL CALL

ADOPTION OF AGENDA (*Opportunity for amendment or deletions to the agenda*)

CONSENT AGENDA – *The consent agenda is intended to allow the Council to spend its time on more complex items. These items are generally perceived as non-controversial and can be approved by a single motion. The public or a Council member may ask that an item be removed from the Consent Agenda for individual consideration.*

A. Expenditures

B. Minutes from October 11 and October 25, 2022

NEW BUSINESS

1. Jeff Harrington - Variance
2. Nichole Ratcliff – Motel Update and request

MAYOR AND COUNCIL COMMENTS AND/OR ANNOUNCEMENTS

- A. Mayor report and actions
- B. Council reports and actions

PUBLIC COMMENT – *This section is set aside for Town Council to LISTEN to comments by the public regarding items that do not otherwise appear on this agenda. Generally, the Town Council will not discuss the issue and will not take an official action under this section of the agenda. **Please limit comment to three (3) minute period.***

Town of Dinosaur is inviting you to a scheduled Zoom meeting.

Topic: Town of Dinosaur's Zoom Meeting

Time: **6:00 PM Mountain Time (US and Canada)**

Town of Dinosaur is inviting you to a scheduled Zoom meeting.

Topic: Town Council Monthly Meeting

Time: 6:00 PM Mountain Time (US and Canada)

Please download and import the following iCalendar (.ics) files to your calendar system.

Monthly:

https://zoom.us/meeting/tJUUpceqtrTMpGNbPMDYTdnBKesv7NAXjkffG/ics?icsToken=98tyKuCpqj0pH9edsxuFRowcBo_ob-_ztlxejY1frDLBOhRXbCHdM_FUZZxeCNLb

Join Zoom Meeting

<https://zoom.us/j/91463538322?pwd=NWFkVnVobFhKSlp6UmFqL212TXlpQT09>

Meeting ID: 914 6353 8322

Passcode: eV72j2

Dial by your location

+1 669 900 9128 US (San Jose)

Meeting ID: 914 6353 8322

Passcode: 766424

Find your local number: <https://zoom.us/u/avxQ6lFIG>

ADJOURN