

**CITY OF NEW BERN
BOARD OF ALDERMEN MEETING
JUNE 08, 2021 – 6:00 P.M.
WEST NEW BERN RECREATION CENTER
1225 PINETREE DRIVE**

1. Meeting opened by Mayor Dana E. Outlaw. Prayer Coordinated by Mayor Outlaw. Pledge of Allegiance.
2. Roll Call.
3. Request and Petition of Citizens.

Consent Agenda

4. Consider Adopting a Resolution Approving Specific Street Closures for Daytime Outdoor Dining.
5. Approve Minutes.

6. Conduct a Public Hearing and Consider Adopting an Amendment to Article XXI – New Bern Historic District of the City Code of Ordinances.
7. Conduct a Public Hearing and Consider Adopting an:
 - a) Ordinance Amending Section 15-24 of Part II – Planning and Zoning Board of the Land Use Ordinance;
 - b) Ordinance Amending Part IV – Appearance Commission of Article III of Appendix A of the Land Use Ordinance; and
 - c) Ordinance Amending Section 15-419 – Historic Preservation Commission of Article XXI of Appendix A of the Land Use Ordinance.
8. Presentation by NBAMPO on Bike Pedestrian Plan.
9. Consider Adopting a Resolution to Initiate the Upset Bid Process for 135 Hillmont Road.
10. Consider Adopting a Resolution Approving a Lease Agreement with the Area Day Reporting Program for Youth for 500 Fort Totten Drive.
11. Consider Adopting a Resolution Approving a Lease Agreement with State Employees Credit Union for the ATM in the Parking Lot at 302 Craven Street.
12. Consider Adopting a Resolution Approving a Lease Agreement with Promise Place for 408 Hancock Street.
13. Consider Adopting a Resolution Approving a Lease Agreement with Habitat for Humanity of Greater New Bern for 920 George Street.

14. Consider Adopting a Resolution Approving a Lease Agreement for 1602 and 1604 High Street.
15. Discussion of Options for Gaston Boulevard/Broad Street Properties.
16. Appointment(s).
17. Attorney's Report.
18. City Manager's Report.
19. New Business.
20. Closed Session.
21. Adjourn.

INDIVIDUALS WITH DISABILITIES REQUIRING SPECIAL ASSISTANCE SHOULD CALL
639-7501 NO LATER THAN 3 P.M. THE DATE OF THE MEETING