TOWN HALL MEETING FOR THE GENERAL ASSEMBLY

Thursday, February 9, 2012 Agenda

Welcome & Introductions

Status of Previous Requests/Issues

- December 31, 2011 Financial Review
- Back entrance through Island District rock to be added by "Resolution" this week
- Beach District Lift Station "Resolution" will determine if the fence can be replaced with wrought iron
- Irrigation repairs Excavation at Rue Royale & New Town Lake Dr re-scheduled to Spring when irrigation is on
- S. Lake District election for 2 representatives nomination requests mailed February 8, 2012
- Signs Speeding signs to replace "little man slow down" signs City to Review

New Town 101

- Fees
 - o GA
 - o NID
- Entities
 - o GA
 - Board of Governors & District Board of Directors
 - New Town Trust
 - New Town Events
 - o TAD

Street Light Outage Reporting Process

Reminders

- Report Issues to GA via website at <u>www.ntga.net</u>
- Website Update new domain name for GA: www.ntga.net
- Decorations
 - Can be set up 45 days prior to the holiday
 - Must be removed 30 days after the holiday
- Ice is not safe
- Paper only in Mailroom trash boxes (NO pet waste, bottles, cans)
- Pets must be on a leash WITH owners on Common Ground
- Alley parking is NOT allowed
- Dog Ties/Stakes not allowed
- Trash cans MUST be stored out of sight except on trash day
- No signage allowed in yards or on lot without Board approval

Upcoming Events

- Town Architect Meeting Thursday, February 16th at 6:30 pm
- Family Mardi Gras Parade Sunday, February 19th at 3:00 pm NEED ENTRANTS NO FEE!!!
 - o Route: Begin at GA, down Rue Royale to Denker, Left on Denker, Left on Reed Crossing, Left on S. Shutten, Left on New Town Lake Drive, Right on Rue Royale end at GA
- St. Charles Christian Church Pancake Supper Sunday, February 19th at 5:00 pm (following parade) at St. Charles Christian Church
- Game Night Tuesday, March 6th at 6:30 pm at the Town Hall
- Childrens Easter Party Saturday, April 7th at 2:00 pm VOLUNTEERS NEEDED
- Town Hall Meeting Thursday, May 10th at 7:00 pm