

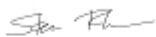


**CITY OF FRIENDSWOOD
FRIENDSWOOD DOWNTOWN ECONOMIC DEVELOPMENT CORPORATION
TUESDAY, DECEMBER 8, 2020 - 4:00 PM**

AGENDA

NOTICE IS HEREBY GIVEN OF A FRIENDSWOOD REGULAR MEETING TO BE HELD AT 910 S. FRIENDSWOOD DR., FRIENDSWOOD, TX, COUNCIL CHAMBERS, REGARDING THE ITEMS OF BUSINESS ACCORDING TO THE AGENDA LISTED BELOW:

- 1. Call to Order**
- 2. Communications from the Public**
- 3. Approval of Minutes**
 - A. November 5, 2020
 - B. November 11, 2020
- 4. Discussion and Possible Actions**
 - A. Purchase of Pedestrian Lights and Streetlights by the FDDED
 - B. Downtown Lighting Plan and TXDOT Curbs, Ramps, Sidewalks, Traffic Signals Grant Project
 - C. Future Meeting Dates - January 12, 2020
- 5. Reports**
 - A. Financial Report for November 2020
 - B. 1969 Friendswood Implementation Plan
- 6. Comments**
- 7. Adjournment**



Steven Rhea
Assistant City Manager

This facility is wheelchair accessible and accessible parking spaces are available. Requests for accommodations or interpretive service must be made **two (2)** business days or more prior to this meeting. Please contact the City Secretary's Office at (281) 996-3270 for further information.

**I, MELINDA WELSH, CITY SECRETARY OF THE CITY OF FRIENDSWOOD DO
HEREBY CERTIFY THAT THE ABOVE NOTICE OF MEETING OF THE
FRIENDSWOOD DOWNTOWN ECONOMIC DEVELOPMENT WAS POSTED IN A
PLACE CONVENIENT TO THE GENERAL PUBLIC IN COMPLIANCE WITH
CHAPTER 551, TEXAS GOVERNMENT CODE, ON**

DATE

AT TIME

MELINDA WELSH, TRMC
CITY SECRETARY

All meetings of the Friendswood Downtown Economic Development Corporation are open to the public, except when there is a necessity to meet in an Executive Session (closed to the public) under the provisions of Section 551, Texas Government Code. The Friendswood Downtown Economic Development Corporation reserves the right to convene into Executive Session to hear any of the above described agenda items that qualifies for an executive session by publicly announcing the applicable section number of the Open Meetings Act.