

CITY OF LUMBERTON

TO: COUNCIL MEMBERS AND PATRONS

SUBJECT: REGULAR CITY COUNCIL MEETING

DATE: AUGUST 24, 2026 TIME: 7:00 P.M.

PLACE: LUMBERTON CITY HALL COUNCIL CHAMBERS

**** AGENDA ****

Welcome

Call the meeting to order

Invocation and Pledge of Allegiance

Citizen's Participation

Announcements/City Business

Committee Reports

Consent Agenda

Approval of Minutes of August 10, 2026 Public Hearing and Regular Meeting

Old Business

Item #260821 – Discussion and Possible Action – Second Reading - on an ordinance amending various sections of Chapter 42 (Subdivisions) and Chapter 50 (Zoning) of the Code of Ordinances to clarify language, correct inconsistencies, and enhance administrative interpretation, including amendments to Sections 42-6(a), 42-15, 42-25(g); 50-202(e) and (i), 50-236(e) and (g), 50-263(e) and (f), and 50-266(g).

Item #260822 – Discussion and Possible Action – Second Reading – on an ordinance to amend the City of Lumberton's Fee Schedule to include the City's Specific Use Permit Fee.

Item #260823 - Discussion and Possible Action – Second Reading – on Resolution No. R-2026-001 adopting an amended Investment Policy of the City of Lumberton in accordance with the Public Funds Investment Act.

New Business

Monthly Reports

Financial Reports

Mayor's Report

City Manager's Report

Police Chief's Report

Executive Session

- A.) PENDING/CONTEMPLATED LITIGATION – SECTION 551.071
- B.) LAND ACQUISITION – SECTION 551.072
- C.) PERSONNEL – SECTION 551.074

Action on Executive Session Items

Items for Future Agenda

Adjournment

Executive Session, closed, under Texas Government Code Section 551.071, 551.072 and 551.074 (Private Consultation with City's Attorney, Land Acquisition and Personnel)

If, during the course of the meeting, any discussion of any item on the agenda should be held in a closed meeting, the Council will conduct a closed meeting in accordance with the Texas Open Meetings Act, Tex. Govt. Code, Chapter 551, Subchapters D and E.

DARLA HARRINGTON
CITY SECRETARY

STEVE CLARK
CITY MANAGER