NOTICE AND AGENDA BLOOMINGTON COMMON COUNCIL COMMITTEE OF THE WHOLE AND SPECIAL SESSION 7:30 P.M., WEDNESDAY, DECEMBER 10, 2014 COUNCIL CHAMBERS SHOWERS BUILDING, 401 N. MORTON ST.

COMMITTEE OF THE WHOLE

Chair: Steve Volan

1. <u>Ordinance 14-26</u> To Amend Title Two of The Bloomington Municipal Code Entitled "Administration and Personnel" (Amending Section 2.08.020 which Sets Forth General Provisions for the Establishment, Membership, and Operation of Boards, Commissions, and Councils, and Amending Section 2.23.090(d) to Bring the Expiration Date of the Commission on Aging in Line with Other Such Local Entities)

Asked to Attend: Sue Wanzer, Deputy City Clerk

-- immediately followed by --

SPECIAL SESSION

I. ROLL CALL

II. AGENDA SUMMATION

III. INTERIM REPORT FROM COUNCIL SIDEWALK COMMITTEE

IV. LEGISLATION FOR THIRD READING

1. <u>Ordinance 14-24</u> To Amend Title 4 of The Bloomington Municipal Code Entitled "Business Licenses and Regulations" - Re: Chapter 4.16 (Itinerant Merchants, Solicitors and Peddlers – *deleted and replaced*); Chapter 4.28 (Mobile Vendors - *added*); and, Chapter 4.30 (Pushcarts - *added*)

Committee Recommendation on 11/19/14: Do Pass 4-1-2Second Reading on 12/03/14

 Ordinance 14-25 To Amend Title 20 of the Bloomington Municipal Code Entitled "Unified Development Ordinance" (Amending Sections 20.05.110 & 20.05.111 Regarding Temporary Uses and Structures)

> Committee Recommendation on 11/19/14: Do Pass 7 - 0 - 0Second Reading on 12/03/14

V. LEGISLATION FOR SECOND READING

1. <u>Ordinance 14-26</u> To Amend Title Two of The Bloomington Municipal Code Entitled "Administration and Personnel" (Amending Section 2.08.020 which Sets Forth General Provisions for the Establishment, Membership, and Operation of Boards, Commissions, and Councils, and Amending Section 2.23.090(d) to Bring the Expiration Date of the Commission on Aging in Line with Other Such Local Entities)

Committee Recommendation:

Forthcoming subsequent to Committee discussion above.

VI. COUNCIL SCHEDULE

VII. ADJOURNMENT