

Agenda Work Study and Possible Executive Session Queen Creek Town Council Queen Creek Town Hall, 22350 S. Ellsworth Road Council Chambers August 19, 2009 5:30 pm

1. Call to Order

2. <u>Roll Call</u> (one or more members of the Council may participate by telephone)

3. Motion to adjourn to Executive Session for the following purposes:

A. Discussion and consultation with the Town Attorney for legal advice and to consider the Town's position and instruct its attorney with regard to a Development Agreement with Vestar – Queen Creek Marketplace. ARS 38-431.03(A)(3) and (4).

B. Discussion and consultation with the Town Attorney for legal advice regarding Town Council involvement in official Town sponsored social media sites. A.R.S. § 38-431.03(A)(3).

ITEMS FOR DISCUSSION These items are for Council discussion only and no action will be taken. In general, no public comment will be taken.

4. Presentation on Finance Review Task Force's recommendations.

5. Presentation of Queen Creek Chamber of Commerce FY08-09 end of year report.

6. Council summary reports on meetings and/or conferences attended. This may include but is not limited to Phoenix-Mesa Gateway Airport; MAG; East Valley Partnership; CAAG. The Council will not propose, discuss, deliberate or take legal action on any matter in the summary unless the specific matter is properly noticed for legal action.

7. Adjournment

I, Jennifer F. Robinson, do hereby certify that I caused to be posted this 13th day of August 2009, the Agenda for the Work Study and Possible Executive Session of the Queen Creek Town Council in the following places: 1) Queen Creek Town Hall; 2) Queen Creek Post Office; 3) Queen Creek Community Center bulletin board.

Jennifer F. Robinson, MMC

The Town of Queen Creek encourages the participation of disabled individuals in the services, activities, and programs provided by the Town. Individuals with disabilities who require reasonable accommodations in order to participate should contact the Town Clerk's office at (480) 358-3000.