

**NOTICE AND AGENDA FOR A SPECIAL MEETING OF THE  
CITY COMMISSION OF THE CITY OF VERNON  
1725 WILBARGER STREET  
MARCH 5, 2023 AT 5:00 PM**

1. Call to Order:
  - A. Declaration of Quorum
  - B. Invocation
  - C. Pledge of Allegiance
2. Executive Session  
**Pursuant to Texas Government Code Chapter § 551.074--Personnel-- City Manager Interview**
3. Adjourn

The City Commission may convene a public meeting and then recess into Closed Executive Session, to discuss any of the items listed on this agenda, if necessary, and if authorized under chapter 551 of the Texas Government Code. A Closed Executive Session may be authorized by law to include, but not limited to: (1) consulting with the Council's Attorney to seek or receive legal advice concerning pending or contemplated litigation, a settlement offer, or any other matter in which the ethical duty of the attorney to the Commission clearly conflicts with the general requirement that all meetings be open, § 551.071; (2) discussing the purchase, exchange, lease, or value of real property, § 551.072; (3) discussing a prospective gift or donation, § 551.073; (4) discussing certain personnel matters, § 551.074; and (5) discussing security personnel or devices, § 551.076.

Vernon City Hall is accessible to individuals with disabilities through its main entry on the north side (1725 Wilbarger Street) of the building. An access ramp leading to the sidewalk serving City Hall is located at the northwest corner of the building. Parking space for an individual with disabilities is available in the west parking lot. Request for accommodations or interpretive services must be made 48 hours prior to this meeting. Please contact the City Secretary's office at (940) 552-2581 or FAX (940) 552-0569 for further information.

**CERTIFICATE**

I, Marsha Jo Stone, City Secretary, do hereby certify that a copy of the March 1, 2023 Vernon City Commission

Agenda was posted on: March 1, 2023 at 5:00 pm

Marsha Jo Stone TRMC, City Secretary

Removed on: \_\_\_\_\_ By: \_\_\_\_\_