



BLACK MOUNTAIN TOWN COUNCIL MINUTES

February 8, 2024 | Agenda Workshop Meeting | Time: 5:00 P.M.

Town Hall Council Chambers | 160 Midland Avenue, Black Mountain, NC 28711

The Black Mountain Town Council held their agenda workshop meeting on Thursday, February 8, 2024, at 5:00 p.m. in the Council Chambers of Town Hall, 160 Midland Avenue, Black Mountain, NC 28711.

Mayor C. Michael Sobol called the meeting to order at 5:00 p.m. with the following members in attendance: Mayor C. Michael Sobol, Vice Mayor Archie Pertiller, Council Member Alice Berry, Council Member Doug Hay, Council Member Pam King, and Council Member Ryan Stone.

The following staff members were present: Josh Harrold, Town Manager; Wesley Barker, Town Clerk; Josh Henderson, Recreation & Parks Director; John Coffey, Fire Chief; Jamey Matthews, Public Works Director; Chris Kuhn, Assistant Police Chief.

Town Manager Josh Harrold presented the proposed agenda for the February 12, 2024 Council meeting with the suggestion to add a Closed Session to the agenda to discuss property acquisition as allowed under G.S. 143-318.11(a)(5).

Council Member Alice Berry suggested adding an African American History Month Proclamation to the agenda.

Council Member Doug Hay suggested adding an item under new business as item "9D" entitled "Town Newsletter Discussion."

Council Member Alice Berry recommended a resolution be created and added to an agenda to highlight the climate goals and efforts by the Town. A brief discussion ensued and there was consensus among the Council that this resolution would be added to the April meeting agenda to coincide with Earth Day.

With no further discussion, Council Member Ryan Stone made a motion to adopt the agenda as presented with the requested additions, and to add a Closed Session as allowed by G.S. 143-318.11(a)(5). The motion was approved by a vote of 5-0.

There being no further business, Mayor C. Michael Sobol adjourned the meeting at 5:17 p.m.


C. Michael Sobol, Mayor

ATTEST:

Wesley M. Barker, Town Clerk