



VILLAGE COUNCIL REGULAR MEETING AGENDA
EDELWEISS LODGE CLUB ROOM
106 SUTTON PLACE
TAOS SKI VALLEY, NEW MEXICO
TUESDAY, DECEMBER 10, 2019 2:00 P.M.

1. CALL TO ORDER AND NOTICE OF MEETING
2. ROLL CALL
3. APPROVAL OF THE AGENDA
4. APPROVAL OF THE MINUTES OF THE NOVEMBER 12, 2019 VILLAGE COUNCIL REGULAR MEETING
5. CONSIDERATION TO APPOINT MELVIN EUGENE COOPER AS A POLICE OFFICER 1-TEMPORARY PART TIME FOR THE VILLAGE OF TAOS SKI VALLEY
6. PRESENTATION ON CURRENT FOREST RESTORATION ACTIVITIES AND OPPORTUNITIES FOR COLLABORATION by Ray Corral, Carson National Forest Fire Management Officer, and J.R. Logan, Community Wildfire Protection Plan Core Team Coordinator
7. CITIZEN'S FORUM –for non-agenda items only. Limit to 5 minutes per person (please sign in)
8. FINANCIAL REPORTS
9. COMMITTEE REPORTS
 - A. Planning & Zoning Commission
 - B. Public Safety Committee
 - C. Firewise Community Board
 - D. Parks & Recreation Committee
 - E. Lodger's Tax Advisory Board
10. REGIONAL REPORTS
11. MAYOR'S REPORT
12. STAFF REPORTS
13. OLD BUSINESS
14. NEW BUSINESS
 - A. Consideration to Approve Resolution No. 2020-417 a Resolution to Approve of the Disposal of the Department of Public Safety Eagle Radar Units
 - B. Consideration to Approve Resolution No. 2020-418 Approving the Village of Taos Ski Valley 2020 Legislative Priority Requests
 - C. Consideration to Approve Renewal of the Medical Director's Service Contract for the EMS System in the Village of Taos Ski Valley
 - D. Consideration to Approve an Increase in Shift Stipends to Emergency Medical Services Peak On-Call Volunteers for the 2019-2020 Ski Season
 - E. Consideration to Approve Renewal of the GIS Services Contract and Authorization for the Village Administrator to Negotiate the Terms of the Contract
15. MISCELLANEOUS
16. ANNOUNCEMENT OF THE DATE, TIME & PLACE OF THE NEXT MEETING OF THE VILLAGE COUNCIL

-- Providing infrastructure & services to a World Class Ski Resort Community --

17. ADJOURNMENT

-- Providing infrastructure & services to a World Class Ski Resort Community --