



**GARDINER CITY COUNCIL
AGENDA ITEM INFORMATION SHEET**



Meeting Date	06/24/2020	Department	Code Enforcement
Agenda Item	3.c Mobile Food Vending Units Ordinance Change		
Est. Cost	n/a		

Background Information

This agenda item is the Public Hearing to hear comment from the public regarding the Mobile Food Vending Unit Code of Ordinances Chapter 12.

At the May 27, 2020 City Council meeting, the Council voted in favor of sending this proposal to a first and second read on June 10 and June 24, 2020 respectively.

All pertinent materials are located under Agenda Item 4.e.

Requested Action	n/a
City Manager and/or Finance Review	n/a
Council Vote/ Action Taken	
Departmental Follow-Up	City Clerk must update ordinance and website on effective date (30 days after approval). City Clerk must publish ad per Charter Article II Section 9.

City Clerk Use Only	1 st Reading	06/10/2020	Advertised	06/02/2020	EFFECTIVE DATE 07/24/2020
	2 nd Reading	06/24/2020	Advertised	07/09/2020 w/in 15 Days	
	Final to Dept	_____	Updated Book	_____	Online

City of Gardiner

**Public Hearing
Notice**

Will hold the following starting at 6pm: Public Hearings and First Reads on Wednesday, June 10, 2020 via Zoom and Public Hearings and Second Reads on Wednesday, June 24, 2020, (location or media broadcasting to be announced on the agenda published for that day).

To request consideration of a General Obligation Tax Exempt Bond Authorization for a sum not to exceed \$3,532,000 for the interim financing to fund electrical and process equipment upgrades at the Wastewater Treatment Facility and the Maine Avenue Pump Station (the "Project"). Written comments may be submitted to the City Manager at 6 Church Street, Gardiner, ME 04345, via phone at 207-582-4200 during regular office hours, or via email: clandes@gardinermaine.com.

To consider the approval of a proposed amendment to the Code of Ordinances: addition of a new chapter 12:

Mobile Food Vending
Ordinance.

The City Council
Meeting starts at 6
pm. Copies are
available at City Hall.