

AGENDA FOR COUNCIL MEETING

April 27, 2026 7:00pm

NEXT COUNCIL MEETING: May 11, 2026 7:00pm

PLEASE TURN OFF ALL CELL PHONES

1. Call to Order
2. Pledge of Allegiance, Moment of Silence
3. Roll Call
4. Approval of meeting minutes
 - I. Regular Meeting Minutes dated April 13, 2026
5. Review and approval of Reconciliations
 - I. March 2026 Reconciliations
6. Appointments and Presentations
 - I. Kids to Parks Day Proclamation
7. Council Standing Committee reports in the following order:
 - I. Finance
 - II. Public Safety
 - III. Public Service
 - IV. Rules
 - V. Community Development
 - VI. Personnel
8. Report of Council President
9. Report of Village Officials, written or verbal
 - I. Police Chief
 - II. Fire Chief
 - III. Public Works
 - IV. Others – Parks and Recreation, Code Enforcement, Zoning, Planning, Board of Zoning Appeals
10. Report of Mayor written and verbally by request of Council President
11. Citizen's Comments regarding Ordinances or Resolutions on the Agenda
12. Ordinances for 3rd Reading
13. Ordinances for 2nd Reading
14. Ordinances for 1st Reading
 - I. **Ordinance 2026-12** - AN ORDINANCE PROVIDING FOR ESTIMATED REVENUE FOR THE VILLAGE OF BUCKEYE LAKE FOR THE CALENDAR YEAR 2026 AND DECLARING AN EMERGENCY.
 - II. **Ordinance 2026-13** - AMENDING ORDINANCE 2025-78 PERMANENT APPROPRIATIONS ORDINANCE AND DECLARING AN EMERGENCY
 - III. **Ordinance 2026-14** - AN ORDINANCE AUTHORIZING THE MAYOR TO ENTER INTO CONTRACT WITH ADR & ASSOCIATES, FOR PROJECT DESIGN, BIDDING, AND INSPECTION SERVICES FOR THE 2026 TRENCH LINE REPAIR AND PAVING PROGRAM, AND DECLARING AN EMERGENCY.
15. Resolutions for 3rd Reading
16. Resolutions for 2nd Reading
17. Resolutions for 1st Reading
18. Unfinished Business
19. New Business
20. Citizen's Comments
21. Council Member Comments
22. Adjournment

The meeting will be conducted in the Council Chambers and livestreamed via Zoom on the Village of Buckeye Lake Facebook account.

Please note the voting order for this meeting:

Cable, Green, Julian, Keener, Lemmon, McCormick, Wolfe