



The City of Ferndale

Agenda

Downtown Development Authority Meeting

MONDAY, FEBRUARY 5, 2024 @ 9:00 AM

Council Chambers

City Hall Lower Level

300 E. Nine Mile

Ferndale, MI 48220

-
1. **Call to Order & Roll Call**
 2. **Approval of Agenda** Chair asks those in favor to say, "aye", those opposed to say "no". Any member may ask for a change in the agenda to add or move an item. The entire Board must vote on the change.
 3. **Call to Audience** Members of the public are invited to speak on any topic. (3 minute time limit)
 4. **Information Items from Executive Director** General updates, dates to remember, and other items from the Executive Director. Any member can request that the Director come prepared to speak on a certain topic during this portion of the meeting.
 5. **Call to Board Members** Board members are provided an opportunity to share general comments, questions, concerns, or speak on any topic.
The speaking order of members shall be randomly determined in the session by drawing numbers for sequence.
The time for comments in this session is limited to 3 minutes and can be enforced with a timer.
 6. **Consent Agenda** These items are not discussed in detail, and are voted on as a whole. Any member may ask during Approval of Agenda discussion that an item be moved from Consent to Regular Agenda. Chair asks those in favor to say, "aye", those opposed to say "no".
 7. **Regular Agenda** These items are discussed and voted on individually. Chair asks those in favor to say, "aye", those opposed to say "no". Any member may move for a exact count.
 - 7.a [Selection to fill vacancy for DDA Chair.](#)
 8. **Adjournment**



February 5, 2024

Downtown Development Authority

**CITY OF FERNDAL
REQUEST FOR COUNCIL ACTION**

FROM: Jennie Beeker

SUBJECT: Selection to fill vacancy for DDA Chair.

SUGGESTED ACTION

Motion to select a board member to fill the vacated Chair officer.

Agenda Item Category

Agenda Item Deadline Date

Item Description

Item Background

Item Costs

GL#

CIP#

Additional Notes

ATTACHMENTS: