

STATE OF TEXAS )  
COUNTY OF UVALDE )  
CITY OF UVALDE )

**BE IT REMEMBERED**, that the City Council of the City of Uvalde, Texas, met in a Special Meeting at 4:00 p.m. on Tuesday, April 1, 2014, with the following members present:

J Allen Carnes	Mayor
Rogelio M. Munoz	Mayor Pro Tem
Stephen E. Balke	Councilmember
Ernest W. "Chip" King, III	Councilmember
John H. Flores, Jr.	Councilmember
<i>Also present:</i>	
Jennifer E. Garver	City Manager
Joe Cardenas	Assistant City Manager
Barbara Boulware-Wells	McKamie Krueger & Knight, City Attorney (via Video Conference)
Juan Zamora	Director of Utilities and Sanitation

**Agenda Item No. 1 – Call Meeting to Order**

Mayor J Allen Carnes called the meeting to order at 4:00 p.m.

**Agenda Item No. 2 - Invocation**

Councilman Stephen E. Balke led the invocation

**Agenda Item No. 3 – Executive Session**

The City Council of the City of Uvalde, Texas, convened into executive session in accordance with the purposes permitted by the Open Meetings Act at 4:03 p.m.

- 3A. Pursuant to Section 551.071 and Section 551.072, Texas Government Code, and Section 1.05, Texas Disciplinary Rules of Professional, to deliberate the acquisition, exchange and value of real property and to consult with legal counsel regarding legal issues related to a lease agreement, the acquisition of real property, and water rights.

**Agenda Item No. 4- Reconvene from Executive Session**

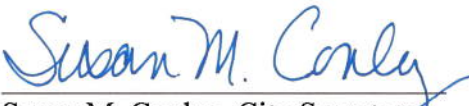
The City Council of the City of Uvalde, Texas, reconvened from executive session in accordance with the purposes permitted by the Open Meetings Act at 4:35 p.m.

- 4A. Reconvene into open session to take no action regarding the acquisition, exchange and value of real property, a lease agreement, and water rights at this time.

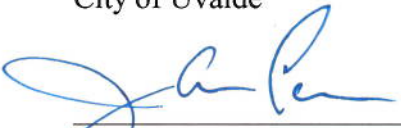
**Adjournment**

Councilman John H. Flores, Jr. made a motion for adjournment. Councilman Chip King seconded the motion. Motion carried 5-0. Meeting adjourned at 4:35 p.m.

Attest:

  
Susan M. Conley, City Secretary

City of Uvalde

  
J Allen Carnes, Mayor