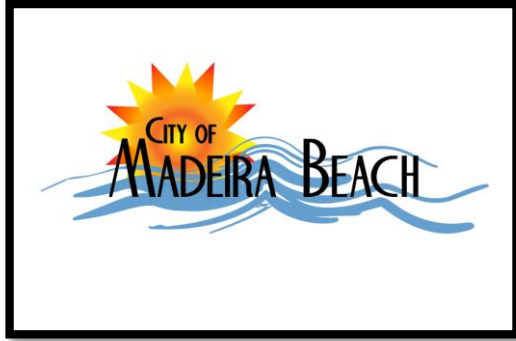




**THE CITY OF MADEIRA BEACH, FLORIDA
PUBLIC NOTICE**

**BOARD OF COMMISSIONERS
SPECIAL MEETING**

The Board of Commissioners of the City of Madeira Beach, Florida will meet at City Hall, located at 300 Municipal Drive, Madeira Beach, Florida to discuss the agenda items of City Business listed at the time indicated below.

3:30 PM

JULY 8, 2015

CITY CENTRE ROOM

- A. CALL TO ORDER**
- B. INVOCATION AND PLEDGE OF ALLEGIANCE** – Commissioner Terry Lister
- C. ROLL CALL**
- D. APPROVAL OF THE MINUTES** - NONE
- E. APPROVAL OF THE AGENDA**
 - PRESENTATIONS/PROCLAMATIONS - NONE
 - DAIS LOG REVIEW - NONE
- F. PUBLIC COMMENT** – LIMITED TO THREE (3) MINUTES
- G. CONSENT AGENDA** - NONE
- H. UNFINISHED BUSINESS** - NONE
- I. NEW BUSINESS**
 - 1. [RESOLUTION 2015-17](#)
A RESOLUTION OF THE CITY OF MADEIRA BEACH, FLORIDA ACCEPTING A FULL AND FINAL SETTLEMENT AGAINST BP AND OTHERS RESULTING FROM THE DEEPWATER HORIZON OIL SPILL, AUTHORIZING THE EXECUTION AND DELIVERY OF A GENERAL RELEASE AND OTHER NECESSARY DOCUMENTS AND PROVIDING FOR AN IMMEDIATELY EFFECTIVE DATE.
- J. REPORTS/CORRESPONDENCE**
 - **CITY COMMISSION**
 - **CITY ATTORNEY**
 - **CITY MANAGER**
 - **CITY CLERK**
- K. ADJOURNMENT**

Any person who decides to appeal any decision of the City Commission with respect to any matter considered at this meeting will need a record of the proceedings and for such purposes may need to ensure that a verbatim record of the proceedings is made, which record includes the testimony and evidence upon which the appeal is to be based. The law does not require the City Clerk to transcribe verbatim minutes; therefore, the applicant must make the necessary arrangements with a private reporter or private reporting firm and bear the resulting expense. In accordance with the Americans with Disability Act and F.S. 286.26; any person with a disability requiring reasonable accommodation in order to participate in this meeting should call 727-391-9951 or fax a written request to 727-399-1131.

Posted July 2, 2015