



**City of Biddeford
City Council**

August 20, 2024 at 6:00 PM
City Hall Council Chambers & Zoom

[Click to Join Zoom Meeting Online](#)

Or call in by phone: +1 312 626 6799

Meeting ID: 945 0739 9966

Passcode:652855

1. Roll Call
2. Pledge of Allegiance
3. Adjustment(s) to Agenda
4. Presentation
 - 4.a Airport Commission
5. Public Hearing
 - 5.a Public Hearing for Liquor License The Dunn Bar, Irish Pub LLC
 - 5.b Public Hearing Liquor License Aperio
 - 5.c Public Hearing for Liquor License Pop's Tavern
6. Liquor License Consideration
 - 6.a Liquor License The Dunn Bar, Irish Pub LLC
 - 6.b Liquor License Aperio
 - 6.c Liquor License Pop's Tavern
7. Public Addressing the Council
(3 minute limit per speaker for up to a total of 15 minutes)
8. Consideration of Minutes
 - 8.a Council Minutes 8-6-24
9. Second Reading

- 9.a 2024.124 Approval Demolition Fees
- 9.b 2024.127 Approval/Avesta Housing Indian Cliff Development Corp CZ 23
- 9.c 2024.128 Approval/Westbrook Development Corporation CZ 24
- 10. Orders of the Day
 - 10.a 2024.123 Approve Funds for Eastern Fire/EMS Station Property/Site Conditions Review and Additional Architectural Work
 - 10.b 2024.130 Approval/Purchase Motorola Body Camera System
 - 10.c 2024.132 Approval/Ch. 70 Ordinance Revision (Sewer Permit Fees)
 - 10.d 2024.133 Approval/Establishment of a New Sustainability Commission
 - 10.e 2024.134 Approval/EV Charger Station
 - 10.f 2024.135 Recommendation - Acceptance of Waterworks Drive as a Public Way
 - 10.g 2024.136 Approval/Ordinance Change Part III: Land Development Regulations, "Table A- Table of Land Uses"
 - 10.h 2024.137 Approval/Dispense with Second Reading of item 2024.136 on Two Separate Days
 - 10.i 2024.138 Approval/Waive 30 Day requirement for item 2024.136
 - 10.j 2024.139 Approval to send CZ25 to the Planning Board
- 11. Public Addressing the Council
(5 minute limit per speaker)
- 12. City Manager Report
- 13. Other Business
- 14. Council President Addressing the Council
- 15. Mayor Addressing the Council
- 16. Adjourn