

Wake Forest Board of Commissioners Work Session Meeting Agenda August 06, 2024 at 6:00 PM

1. Presentations

1.1. Presentation of an Ordinance Amending the Code of Ordinances Chapter 8, Article I, Section 8-1 – Fire Limits

Summary - Fire Limits.pdf

Attachment A Proposed Chapter 8.pdf

Attachment B Adopted Chapter 8.pdf

Attachment C 160D-1128.pdf

Attachment D Proposed Fire Limits.pdf

Attachment E Adopted Primary Limits.pdf

DraftOrdinance 2024-XX Amending Chapter

8 Buildings&BuildingRegs Aug2024.docx

- 1.2. Historic Preservation Internship Presentations
 Agenda Summary BoC HP Summer Intern Presentations.pdf
- 1.3. Review of a Design Build Contract (AIA Document 141) for Fire Station 6 Agenda Summary Fire Station 6.pdf Attachment A Wake Forest Fire Station #6 DB Contract 7.19.24.pdf Attachment B Fire Station6 RequestforQualifications.pdf Attachment C Resolution Authorizing the Town Manager to execute on behalf of the Town of Wake Forest, the Design Build Contract for Fire Station 6 Provided by Edifice LLC
- 1.4. Wake Forest Mobility Hub Project Update Presentation Agenda Summary.pdf
- 1.5. Presentation of Advisory Board Ordinance Amendment Advisory_Boards-summary8.6.2024.docx AdvisoryBoardUpdate_8.6.2024.pptx

2. Discussion of Monthly Financial Report

2.1. Financial Update

Financial Update summary.pdf

3. Review of Draft Agenda for Upcoming Regular Meeting

3.1. Review of Draft Agenda for Upcoming Regular Meeting DraftBOCAgenda Aug202420.pdf

4. Other Business

4.1. Consideration of approval of Resolution Making Certain Findings and Determinations and Ratifying the Filing of an Application with the Local Government Commission for the Proposed Issuance of Parks and Recreation Bonds

Two-thirds Bonds Resolution_Summary.pdf
Preliminary Resolution-Wake Forest 2024 G.O. (Two-Thirds)
(4890-2804-7823.1).doc
Sworn Statement of Debt-Wake Forest 2024 G.O. (Two-Thirds)
(4882-5177-4671.1).doc
Statement of Disclosures - Wake Forest 2024 GO Bonds (Two-Thirds)
(4888-4737-9153.1).doc

5. Commissioner Reports

6. Adjournment