

VILLAGE OF CLOUDCROFT NOTICE OF MEETINGS COUNCIL, COMMISSION, BOARDS

NOTICE is hereby given in accordance with Section 10-15-1 (B) of the Open Meetings act (NMSA 1978, Sections 10-15-01 through 10-15-04), that the City Council and Boards of the Village of Cloudcroft, New Mexico will hold the following meetings during the month of **February**, **2022**, to conduct any business which may properly come before the BODY at that time. A copy of the agenda will be available in the Office of the Village Clerk, seventy-two (72) hours - three (3) days before the meeting.

PLANNING & ZONING COMMISSION – Regular Meeting set to be held, Tuesday, February 1, 2022, at 9:00 a.m. Council Chambers, 201 Burro Ave., Cloudcroft, New Mexico.

COUNCIL MEETING OF GOVERNING BODY – Regular Meeting set to be held, Tuesday, February 8, 2022, at 6:00 p.m., Council Chambers, 201 Burro Ave., Cloudcroft, New Mexico.

FIRE/EMS BOARD – Regular Meeting set to be held, Wednesday, February 9, 2022, at 6:30 p.m., EMS/FIRE Bay, 1100 James Canyon Hwy, Cloudcroft, New Mexico.

Notice is hereby given that the Governing Body and Planning & Zoning Commission may hold workshops prior to their regular meeting, as they deem necessary. There will be an agenda prepared for the Workshops and will be included with the regular meeting agenda. If no workshop is to be scheduled, it will not appear on the regular meeting agenda.

WITNESS my hand and seal of the VILLAGE OF CLOUDCROFT this 18th

day of January, 2022.

Jini/S. Turri, MMC, CPO
Village Deputy Clerk

(SEAL)

If you are an individual with a disability who is in need of a reader, amplifier, qualified sign language interpreter, or any other form of auxiliary aid or service to attend or participate in the hearing or meeting, please contact the Village Clerk (575-682-2411) at least one week prior to the meeting or as soon as possible. Public documents, including agenda and minutes, can be provided in various accessible formats. Please contact the Village Clerk if a summary or other type of accessible format is needed.