



**AGENDA
THIBODAUX CITY COUNCIL
COUNCIL CHAMBERS
CITY HALL, 310 WEST 2nd STREET
NOVEMBER 4, 2025
5:00 PM**

Pursuant to LA R.S. 42:14(D), the public will be allowed to make comments before each item on the agenda requiring a vote of the City Council.

Anyone requiring special accommodations for the City Council meetings should contact the Office of the Council Administrator, 24 hours prior to the meeting, at (985) 446-7200 or (985) 324-6600, or email jmorvant@ci.thibodaux.la.us for assistance.

**MEETING CALLED TO ORDER
PLEDGE OF ALLEGIANCE TO THE FLAG
ROLL CALL**

A. COUNCIL MOTIONS

- 1. A motion to approve the minutes of the October 21, 2025 City Council meeting.**
- 2. A motion to convene in Executive Session to discuss disciplinary action for Chelsea Voclain, an employee of the Thibodaux City Council.**
- 3. A motion to set the public hearing date for the 2026 Annual Budget and the adoption of the Appropriation Ordinance.**

B. PRESENTATIONS AND DISCUSSIONS

- 1. Presentation of the 2026 Annual Budget.**

C. RESOLUTIONS

None

D. ORDINANCES FOR INTRODUCTION

Public hearing/comments and final vote to be held on November 18, 2025.

- 1. An ordinance authorizing the Mayor to execute a Cooperative Endeavor Agreement with the Louisiana Department of Veterans Affairs.**
- 2. Appropriation Ordinance for the Year 2025.**

Public Hearing to be held on date established in Item A-3

E. ZONING ORDINANCES FOR INTRODUCTION

None

F. ORDINANCES FOR FINAL ADOPTION

- 1. An ordinance authorizing the Mayor to execute an Entity/State Agreement with the Louisiana Department of Transportation and Development for the City of Thibodaux Acadia Road Sidewalk Improvement Project – State Project H.016096.**
- 2. An ordinance authorizing the Mayor to execute a grant agreement with the Louisiana Highway Safety Commission for the Thibodaux Police Department's FY2026 Traffic Safety Enforcement Grant.**

G. CONDEMNATIONS

None

H. COMMENTS FROM THE PUBLIC

I. MAYOR'S REPORT

J. ADJOURNMENT

Agenda Posted: 10/30/25 at 10:00 a.m.