## CKER COUNTY

## Tentative Agenda BECKER COUNTY BOARD OF COMMISSIONERS

## Regular Meeting

Date: Tuesday, March 6, 2018 at 8:15 a.m. Location: Board Room, Courthouse

- 8:15 Open Meeting
  - 1. Pledge of Allegiance
  - 2. Agenda Confirmation
  - 3. Minutes of February 20, 2018
- 8:20 Commissioners
  - 1. Open Forum
  - 2. Reports and Correspondence
  - 3. Appointments
- 9:05 Finance Committee Minutes
  - 1. Claims
- 9:10 Auditor-Treasurer
  - 1. Licenses and Permits: License List
  - 2. January 2018 Cash Comparison and Investment Summary
  - 3. Federal Procurement Policy: Resolution 03-18-1B
  - 4. Tax Insert Quotes
- 9:20 Transit
  - 1. Personnel Request: Two (2) Part-Time Transit Drivers: Resolution 03-18-1C
- 9:25 Sheriff
  - 1. Personnel Request: One (1) Full-Time Jail Sergeant: Resolution 03-18-1D
- 9:30 Becker County Historical Society & Museum Executive Director, Becky Mitchell
  - 1. Discussion and Possible Support for Legislative Funding for the Becker County Historical Society & Museum
  - 2. Proposal for Becker County to Fund "Living History" Project for the Becker County Historical Society & Museum's Upcoming 150<sup>th</sup> Anniversary Commemoration
  - 3. Ice Palace Recap
- 9:45 Break
- 10:00 Becker County Soil & Water Conservation District (BCSWCD)
  - 1. BCSWCD Grants Update
  - 2. Buffalo Red River Watershed District (BRRWD) One Watershed One Plan (1W1P) Memorandum of Agreement (MOA)
  - 3. Middle Cormorant Swimming Beach Cost Share Contract
- 10:15 Highway
  - 1. Request to Authorize Hiring of Consultant for Street Lighting Design Work
  - 2. Personnel Request: Seasonal Employees: Resolution 03-18-1E
- 10:20 Land Use Department Environmental Services
  - 1. Capital Purchase Requests
    - a) Recycling Dumpsters
    - b) Used Waste Compactor
  - 2. Request to Seek State Recycling Grant
- 10:25 Land Use Department Economic Development Authority (EDA)
  - 1. Opportunity Zone Application: Resolution 03-18-1F
- 10:30 Human Resources
  - 1. Closed Session Union Negotiations
- 10:45 Adjourn