

Tentative Agenda
Mineral County Board of Commissioners
December 4, 2023 -December 8, 2023

Monday December 4, 2023

8:00 AM- 12:00 PM

Office Hours- Commissioner Simons

8:00 AM- 1:00 PM

Office Hours- Commissioner Terrill

9:00 AM-10:30 AM

Safety Committee Meeting- Commissioner Simons

Tuesday December 5, 2023

12:00 PM-6:00 PM

Office Hours- Commissioner Zylawy

10:00 AM- 12:00 PM

Resource Coalition Meeting-Commissioner Simons

6:00 PM

Weed Board Meeting- Commissioner Zylawy

Wednesday December 6, 2023

8:00 AM- 5:00 PM

Office Hours- Commissioner Terrill

Thursday December 7, 2023

4:00 PM

LEPC (Local Emergency Planning Committee) Commissioner Terrill

Friday December 8, 2023

9:00 AM-10:00 AM

Administrative Business- Claims approval for December 8, 2023, review and approve December 1, 2023 minutes, sign documents as needed

10:00 AM- 10:05 AM

Break

10:05 AM

Call Meeting to Order; Recite Pledge of Allegiance

10:05 AM-10:35 AM

Public Comment - three-minute speaking time, one trip to the podium

10:35 AM-11:00 AM

Request to advertise and hire an investigator- Action Item- Deb Jackson

4:00 PM

Commissioner Offices close

The Board of County Commissioners meet in regular session on every Friday between the hours of 9:00 a.m. and 4:00 p.m. or until business is complete, with a break at noon. There may be issues discussed during the meeting which may not be listed on the agenda. If a decision is required on items of significant interest, it will be scheduled for another date/time and posted. Public comment will be taken at 10:05 AM each meeting day. This schedule is subject to change without notice. If you have quorum questions about the schedule, or if anyone attending needs special assistance, please call [406-822-3577](tel:406-822-3577). As per MCA 2-3-203(3), the Presiding Officer of any meeting, may close the meeting during the time the discussion relates to a matter of individual privacy or legal interest. Meeting is not a Board of County Commissioners' meeting, but a Commissioner may be in attendance