Steve Duffy • Bill Zinnel • Chad Behn

COURTHOUSE 201 STATE STREET BOONE, IOWA 50036

BOONE COUNTY BOARD OF SUPERVISORS
TENTATIVE AGENDA
Wednesday, February 12th, 2020

8:30 a.m. Call meeting to order and approve minutes from previous meeting

Consider action on approval of Agenda

THESE ITEMS WILL BE CONSIDERED AS TIME PERMITS:

Reports and discussion on any issue the Board members need to share with each other

Consider signing 2020 Applications for Military Exemptions and Homestead Tax Credits as recommended by the Boone County Assessor

Consider approval of Code Enforcement Officer job description

Review and sign Disallowed Homestead Tax Credit letter to Gary Germer

Review minutes from Joint Drainage District #93B/Story #4 Public Hearing from February 6, 2020

During unscheduled appointment times, the Board will be working on budgets

8:35 a.m. Phil Meier, Auditor

RE: Budget presentation

9:30 a.m. Bob Merriam, Secondary Roads & Teleconference with Mike Galloway

RE: Contract language

10:00 a.m. Stacy Tharp, Human Resources Director

RE: Departmental Update

Review and place on file Nationwide Mutual Insurance Company Investment Activity Report for 457 Plan

Approve Proof of Personal Vehicular Insurance form

10:30 a.m. Discuss Jail Employee's Contract

11:00 a.m. Scott Kruse, Boone County Engineer

RE: Departmental Update

Discuss Madrid paving issue

The County Board of Supervisors meet regularly on Wednesday beginning at 8:30 a.m. If the agenda is not completed they will meet in recessed session on Friday. All meetings are open to the public unless, for purposes described in Code of Iowa chapter 21, a closed meeting is necessary or advisable to protect the interests of individuals or the county. All persons are invited to take an active role in Boone County government. Agenda appointments will need to be scheduled through Boone County Auditor's Office. You may address the Board (without an appointment) while they are in session if you are willing to wait your turn of an unscheduled agenda time.