

THE OCTOBER TERM HELD ON THE 1ST DAY OF DECEMBER 2014

The County Commission convened at 9:05 a.m., pursuant to adjournment on November 18, 2014. Present: Eugene Galloway- Associate Commissioner District 1, Matt Bass-Associate Commissioner District 2, and Crystal Hall, County Clerk. Absent: Dan Colbert-Presiding Commissioner, the following proceedings were held:

Invocation given by Commissioner Bass.

Unfinished/New Business

- Public Comment: A resident complained to the Commission on the removal of the old trees and the size of the replacement trees which were planted at the Courthouse grounds.

Highway Department: Bruce Wallace

- General maintenance issues were discussed.
- The Commission asked that a speed limit enforced sign be placed on Brevator Road.
- Discussed budget needs for 2015.
- Reviewed zones/districts for snow plowing.
- Commissioner Bass made a motion to go into closed session to discuss personnel matters. Commissioner Galloway second. A roll call vote was taken, all ayes to enter closed session. Motion carried.
- Commissioner Bass made a motion to leave closed session. Commissioner Galloway second. A roll call vote was taken, all ayes to leave closed session. Motion carried

Maintenance Staff: Sam Clary & Randy Siebert

- General maintenance issues and work orders were discussed.
- Discussed upcoming ICE inspection at jail.
- The 911 generator has been fueled and winterized.
- The elevator inspection was performed and passed on November 18th at the Courthouse.

Ministerial Activities/Road and County Property Inspection:

- Roads Inspected: Bohemian Church, Aubuchon, Fairview Church, Hill Creek, Stepanek, and Cave Farm.
- Property Inspected: Fairview Church Road Bridge.

There being no other business before County Commission at this time, the meeting thereupon was adjourned until Tuesday, December 2, 2014 at 9:00 a.m.

Crystal M. Hall
County Clerk

Daniel H. Colbert
Presiding Commissioner

EuGene Galloway
Associate Commissioner District I

Matt Bass
Associate Commissioner District II