

AGENDA

Wayne County Board of Commissioners

Wayne County Courthouse Meeting Room

510 Pearl Street, Wayne, NE

September 3, 2013, 9:00 a.m.

Open Meetings Act – The open meetings act is available for public inspection.

Citizens Comments - Anyone desiring to speak may do so after being recognized by the Chairman. You will be asked to state your name, and limit your comments to three minutes.

Executive Session - The Board reserves the right to recess in to closed session as per Section 84-1410 Nebraska Revised Statutes.

Agenda – The agenda for such meeting, kept continuously current, is available for public inspection at the office of the Wayne County Clerk.

Call to Order

1. Roll call
2. Advance notice published on Aug 22, 2013
3. Open meetings act posted
4. Approve emergency items
5. Approve agenda
6. Approve minutes of Aug 20, 2013

Appointments - Consideration and/or action on

- 9:05 a.m. 7. Kim Hansen, Safety committee action
- 9:15 a.m. 8. Department of Health & Human Services Building
- a. Melissa Rabbass – ADA audit
 - b. Surplus storage
- 9:30 a.m. 9. Mark Mainelli, Mainelli Wagner & Associates
- a. Road/Bridge Project Updates
 - b. Preparation of 2012-13 Board of Classifications and Standards road budget and expenditure report
 - c. Identify and prioritize road/bridge projects subject to potential bond issuance
- 11:30 a.m. 10. Nic Kemnitz, Emergency Management update
- 1:30 p.m. 11. **2013-14 Budget Hearing**
- a. Discussion of 2013-14 proposed budget
 - b. Discussion of restricted funds
- 2:00 p.m. 12. **Final Tax Rate Hearing**
- a. Discussion of setting final tax request at a different amount than last year
- 2:10 p.m. 13. Motion and approval of 1% increase in restricted funds
Approval of 2013-14 budget adoption resolution
Approval of 2013-14 tax dollar request resolution

Old Business – Consideration and/or action on

14. Road District #1 Buildings & Grounds

New Business – Consideration and/or action on:

15. 2012-13 Audit Report

Review of Written Reports and Correspondence

Adjourn