

Burnet County Emergency Services District No. 9

P. O. Box 2 Spicewood, TX 78669

NOTICE OF OPEN MEETING OF BOARD OF COMMISSIONERS BURNET COUNTY ESD NO. 9

6:00 P.M., Spicewood Fire Rescue 9805 E HWY 71, SPICEWOOD, TX 78669 April 17, 2024

PURSUANT TO CH. 551, TEXAS GOVERNMENT CODE, NOTICE IS HEREBY GIVEN OF A MEETING OF THE BOARD OF COMMISSIONERS OF THE BURNET COUNTY ESD NO. 9. THE PURPOSE OF THE MEETING IS TO DISCUSS AND/OR ACT ON THE FOLLOWING MATTERS:

- 1. Call Meeting to Order, establish Quorum
- 2. Pledges of Allegiance to the Flags
- 3. Invocation
- 4. Public Comments (3 min limit)
- 5. Approval of Prior Meeting Minutes
- 6. Monthly Reports
 - a. MFAEMS Operations Report
 - b. Update on Solar Eclipse event
 - c. Fire Chief Report
 - I. Update on Cell Tower project with possible action
 - II. Discuss with possible action on Next Stream Lease Agreement
 - d. Fire Marshall Report
 - Update on Iron Wolf Distillery with possible action
- 7. Treasurer's Report
 - a. BCESD9 Financial Review
 - b. Approval of any pending disbursements
- 8. Standing Committee Reports
 - a. Budget & Finance Committee
 - i. Update on payroll change over to Paychex
 - i. Update on Cadence and First United Bank accounts
 - k. Review and approve AMENDED FY24 Budget
 - b. Strategic Planning Committee
 - i. Discuss with possible action on Water Availability Project Outline
- 9. Executive Session
- 10. Adjourn

By: M. Logan/Karen Bruett
M. Logan for Karen Bruett President

The Board of Commissioners of Burnet County ESD No. 9 reserves the right to adjourn into Executive Session at any time during the course of this meeting to discuss any matters as authorized by the Texas Government Code, including but not limited to, Sections: 551.071 (Consultation with Attorney), 551.072 (Deliberations about Real Property), 551.073 (Deliberations about Gifts and Donations), 551.074 (Personnel Matters), 551.076 (Deliberations about Security Devices), 551.087 (Economic Development), and / or 418.183 (Deliberations about Homeland Security Issues)