

AGENDA
JEFFERSON COUNTY COMMISSION
THURSDAY, OCTOBER 6, 2016
9:30 A.M.

County Commission Meeting Room
located at the Old Charles Town Library
200 E. Washington Street, Charles Town, WV

CALL TO ORDER

PLEDGE OF ALLEGIANCE

APPROVAL OF PURCHASE ORDERS

- October 6, 2016

APPROVAL OF ACCOUNTS PAYABLE/MANUAL CHECKS

- September 15, 2016
- October 6, 2016

APPROVAL OF PAYROLL

- October 6, 2016

ANNOUNCEMENTS

- Report if there are changes in the agenda if applicable

PUBLIC COMMENT

PRESENTATIONS

1. 9:45 a.m. Angela Banks, Assessor
- Exonerations - Discussion/Action
2. 10:00 a.m. Pete Dougherty, Sheriff
- Approval of New Deputy Hires - Discussion/Action
3. 10:15 a.m. Bill Polk, Director of Maintenance
- WV Courthouse Facilities Improvement Authority 14th Cycle Grant - Approval of Grant Application for the Jefferson County Courthouse Window Project - Discussion/Action
- Approval of Employment - Maintenance Helper Position - Discussion/Action

4. 10:30 a.m. **BREAK**

NEW BUSINESS

5. Defining a Jefferson County Commission Session - Discussion/Action (PO)
6. Appointment to the Eastern Panhandle Transit Authority - one unexpired term ending January 31, 2019 - Discussion/Action

FINANCIAL DIRECTOR REPORTS

- Approval of FY16 Financial Statements - Discussion/Action

COUNTY ADMINISTRATOR REPORTS

- Selection of Date for Employee Holiday Celebration - Discussion/Action

COUNTY COMMISSION REPORTS

7. **ADJOURN**

DEPARTMENTS, BOARDS, COMMISSIONS AND AGENCY WRITTEN REPORTS

- Jefferson County Homeland Security and Emergency Management - 1st Quarter

CORRESPONDENCE/INFORMATION

Notice of county office closure in observance of Columbus Day.

Letter from the Breckenridge Owners Association, Inc. Re: request to support the acquisition of the PSD By Charles Town and Ranson.

WV Lottery Weekly Settlement for Charles Town - week ending September 24, 2016.

At all times the County Commission reserves the right to rearrange agenda times because of time constraints and to accommodate the Commission schedule or the public.