## **AGENDA**

## Port of Pend Oreille Board of Commissioners Meeting

1981 Black Road, Usk, WA. 99180 - 9:00 a.m.

Tuesday, March 12, 2024

The Port of Pend Oreille Board of Commissioners Meeting is open to the public, however, if you wish to discuss a matter with them, please make prior arrangements with the Executive Director to be placed on their agenda. If you require any reasonable accommodation to participate in the Commissioners' meeting, contact the Executive Director at 509-445-1090, at least 48 business hours prior to the meeting.

Call to Order:

Regular meeting of the Port of Pend Oreille

**Approval of Minutes:** 

February 13, 2024 – Regular meeting (continued to February 16, 2024)

**Comments:** 

Public comments on any are welcome at this time.

Please limit your comments to five (5) minutes.

Correspondence:

**Broadband Discussion:** 

John Janney, Sonya Scauflaire, Jim Cupples

Old Business:

1. Architect and Engineer Contract

A. Discussion

2. ADO

A. Discussion B. Action

3. Newport Property

A. Discussion

4. Other Old Business

A. Discussion

New Business:

1. Personnel Policy Change

A. Discussion B. Action

2. Salary Schedule Update

A. Discussion B. Action

3. County IT Assistance Contract

A. Discussion B. Action

4. Website

A. Discussion B. Action

5. Broadband Action Team Appointment

A. Discussion B. Action

6. Port/PUD/County Meeting March 21

A. Discussion

7. Other New Business

A. Discussion B. Action

**Board Travel Plans/Meetings:** 

March/April Meetings -Attendance/Authorization

A. Discussion B. Action

Reports:

1. Board of Commissioners

2. Executive Director

3. Railroad Operations Manager

4. Auditor

5. Chief Mechanical Officer

6. Grant Writer

7. Economic Development Director

8. Economic Recovery Corps

**Records for Approval:** 

1. Time and Expense Sheets

2. Warrants: Operating Expense Fund 53117 - 53165 Totaling \$ 147,216.89

Board Workshop

None scheduled

**Executive Session:** 

RCW 42.30.110(b) - Real Estate

RCW 42.30 110(g) - Personnel

Adjourn: