

Notice & Agenda
Yellow Medicine County Board of Commissioners
Tuesday, November 26, 2013, at 9:00 a.m.
Commissioner's Board Room – 415 9th Avenue, Granite Falls, MN

If you need any type of accommodation to participate in this meeting, please contact the County Administrator at 320-564-5841 at least 48 hours prior to the meeting. The Yellow Medicine County Board of Commissioner regular meetings are held on the second and fourth Tuesday of each month unless otherwise scheduled. Agenda item times may be subject to change due to agenda changes and actual time needed for each agenda item.

<u>Time</u>	<u>Page Number</u>	<u>Agenda Items</u>
9:00 a.m.		Call to Order and Roll Call
		Approval of Agenda
		Consent Agenda
	1-3	(1) November 12, 2013 County Board meeting minutes
9:05 a.m.		Citizen Comments
		Commissioners' Board & Committee Reports
9:40 a.m.		Department/Program Updates
		(1) Restorative Justice: Sharon Hendrichs
10:00 a.m.		Break
10:10 a.m.	4	(2) Family Service Center: Rae Ann Keeler-Aus Melissa Helgeson, Social Service Supervisor
10:40 a.m.		(3) IT Department: Dennis Pederson
11:00 a.m.	5-6	(4) Assessor: Connie Erickson
11:20 a.m.		Regular Agenda
	7	(1) Phase II Building Public Relations Information: Michelle May
11:30 a.m.	8-10	(2) Highway Department: Request for approval of final payment in the amount of \$12,430.05 to R&G Construction for CP13-66, County Road D2
11:40 a.m.		(3) Personnel: Request for approval of Jeanette Duis, PT/Non-scheduled, Corrections Officer/Dispatch. She will start at Grade 12, Step 1 at \$14.38/hour. Start date TBD.
		Other Business
		Informational
	11	(1) October Jail Report
	12	(2) Investment Report
		Approval of Disbursements/Review Auditor's Warrants
		Notice of Upcoming Meetings/Events
		(1) December 3 – County Board – 3 p.m. at County Board Room
		(2) December 3 – Truth in Taxation – 6:30 p.m. at County Board Room
		(3) December 17 – County Board – 9 a.m. at County Board Room
		(4) December 26 – Special County Board – 9 a.m. at County Board Room
12:00 p.m.		Adjourn