

AGENDA
BOARD OF DELTA COUNTY ROAD COMMISSIONERS
May 9, 2023
Workshop & Regular Road Commission Board Meeting – 3:30 pm.

1. CALL MEETING TO ORDER

- A. Pledge of Allegiance
- B. Roll Call
- C. Approve Printed Agenda
- D. Approve Minutes of April 25, 2023 Meeting

2. PUBLIC CONCERNS

- A. County Board Liaison Malnar: MAC – 22-23 Transportation & Infrastructure Platform

3. ADMINISTRATION UPDATE

- A.

4. NEW BUSINESS

- A. Summer Road Builders: Island Casino – Weds. June 14th & Thurs. June 15th

5. UNFINISHED BUSINESS

- A. Crew Cookout next meeting, May 23rd – Meeting at 11 am, cookout at 1 pm

6. SAFETY / LIABILITY

- A.

7. POLICY REVIEW & UPDATE

- A. Policy 18 – Road Killed Deer Large Animal – *Possible Update*

8. CORRESPONDENCE

- A.

9. BILLS PAYABLE & PAYROLL VOUCHER APPROVAL

- A. Bills Payable Voucher No. 2621 in the amount of \$371,845.08
- B. Payroll Voucher No. 69183 in the amount of \$72,133.25

10. ROAD COMMISSION MATTERS

- A. Resolution Recognizing Jim Helgamo’s Dedicated Service
- B. Approve and sign Engineering Reimbursement 2023-MDOT (Chairman & 2 Members Sign)
- C. Out of County Travel: Finance & Human Resource Conference May 9th-11th in Traverse City, for Finance & HR Director Pam Peterson.
- D.

11. PUBLIC COMMENTS

12. ROAD COMMISSIONER’S COMMENTS

13. ADJOURNMENT

Due to time constraints, the Delta County Board of Road Commissioners has adopted a policy that an individual wishing to address the Board will be allocated five (5) minutes per issue and thirty (30) minutes per subject matter.

This will strictly be a statement type format.

The Road Commission will provide reasonable auxiliary aids and services for the hearing impaired and to individuals with disabilities at the meeting and/or hearing upon reasonable prior notice to the Road Commission.
Individuals with disabilities requiring services should contact the Road Commission's ADA Coordinator by writing or calling: Delta County Road Commission ADA Coordinator, 3000 32nd Ave North, Escanaba, MI 49829 - Phone (906) 786-3200.