POLK COUNTY BOARD OF COMMISSIONERS TUESDAY MEETING MINUTES JULY 16, 2013

1. At 9:05 a.m., Chair Wheeler declared the Tuesday meeting of the Polk County Board of Commissioners in session. Commissioner Ainsworth and Commissioner Pope were present.

2. MINUTES

MOTION: COMMISSIONER AINSWORTH MOVED, COMMISSIONER POPE SECONDED

TO APPROVE THE MINUTES OF JULY 9, 2013.

MOTION PASSED UNANIMOUSLY.

3. JAIL BUDGET REQUEST - Sheriff Wolfe presented a request for the Commissioners to authorize a \$68,000 increase in the jail budget to cover the additional personnel costs of a Control Room Technician. The Sheriff explained that due to an arbitration ruling, an employee that was laid off was ordered to return to the Sheriff's office. This position was not included in the approved budget, and will create a shortfall of \$68,000. However, with the addition of this position, the Sheriff anticipates a savings of over \$10,000 in overtime. If this increase is not approved, the Sheriff will have to lay-off a recently hired certified Corrections Deputy.

MOTION: COMMISSIONER POPE MOVED, COMMISSIONER AINSWORTH SECONDED

TO APPROVE A \$68,000 INCREASE IN THE SHERIFF - JAIL BUDGET.

MOTION PASSED UNANIMOUSLY

4. <u>FAIR BOOTH REQUEST</u> - Commissioner Pope and Chelsea Pope from the Dallas Chamber of Commerce requested the County contribute \$220 from the Economic Development Fund for a joint Polk County tourism booth to provide regional tourism information to the fair visitors.

BY CONSENSUS, THE BOARD APPROVED \$220 FROM THE ECONOMIC DEVELOPMENT FUND FOR A POLK COUNTY TOURISM FAIR BOOTH.

- 5. <u>NON-LISTED ITEMS</u> (Pursuant to ORS 192.640, the Board of Commissioners considered the below identified non-listed items.)
 - a. <u>PUBLIC SAFETY OPERATING LEVY UPDATE</u> Greg Hansen, Administrative Officer presented a draft copy of the levy informational sheet. Greg will provide this to the Sheriff and District Attorney for input.

Chair Wheeler adjourned the meeting at 9:35 a.m.

Minutes: Heather Alvarez Approved: July 23, 2013