Leavitt Lake Community Services District

GOVERNING BOARD

Nicole Bush, Chairperson
Dallas Langley, Vice Chairperson
Steve Anderson
Vacant
Vacant

471-830 Buffum Lane Susanville, CA 96130 (530)257-7977 Jeavittcsd@frontiernet.net

STAFF
Adrianne Giles,
MGR/Operator
Jaime Victoria,
Operator
Teo M. Lovin,
Recording Secretary
Carrie Base,
Secretary

AGENDA REGULAR MEETING Tuesday, August 27th, 2024

4:00 p.m. ADDRESSING THE BOARD

- 1. CALL TO ORDER
- 2. FLAG SALUTE
- 3. *APPROVAL OF AGENDA
- 4. *APPROVAL OF MINUTES FOR THE MEETING OF July 23rd 2024
- 5. PUBLIC COMMENT

(Any person may address the Board at this time to comment on any subject not on the agenda. However, the Board may not take action other than to direct staff to agendize the matter at a future meeting).

- 6. STAFF REPORT
- 7. OLD BUSINESS
 - A. Update Board on Park Grant Status
- 8. **NEW BUSINESS**
 - A. Subject:

Appoint Nominee to be seated in vacant seats on Board of Directors for Leavitt

Lake CSD.

Action:

Approve qualified person/persons nominated to be seated on board

- 9. DISTRICTS FINANCIAL REPORT
 - A. Subject:

Cash Management, Accounts Payable and Revenue and Expenditure

Report:

For Boards Review - Report

- 10. CLOSED SESSION
 - A. Subject:

Personnel Matter: Employee Reviews

Action:

Review and/or Approve

11. ADJOURN

^{*}Any person desiring to address the Board shall first secure permission from the presiding officer. Speaker cards are provided so that individuals can bring to the attention of the presiding officer their desire to speak on a particular agenda item. Cards are available on the Secretary's desk and shall be completed and presented to the Secretary of the Board in advance of speaking.

^{*}Matters under the jurisdiction of the Board, and are NOT on the agenda, maybe addressed by the public at the time provided in the agenda under Public Comment. The Board limits testimony on those items (both on the agenda and not) to three minutes per person and no more than three individuals shall address the same subject.