VIGO COUNTY COUNCIL SUNSHINE MEETING Agenda

Tuesday, November 4, 2025 at 5:00 P.M. Council Chamber – Vigo County Government Center

- 1. Pledge of Allegiance
- 2. Calling of the Roll
- 3. Communications from Elected Officials, Other Officials, or Agencies of the County
- 4. Reports from Committees
- 5. Resolutions and Ordinances Other than Appropriations
 - a. Approving Seelyville 2026 Civil Town Budget
 - b. Ordinance Adopting 2026 County of Vigo, Indiana Salary Schedule and Compensation Policies
 - c. Ordinance Adopting 2026 County of Vigo, Indiana Salary Schedule and Compensation Policies of Merit Officers
 - d. Ordinance Adopting 2026 County of Vigo, Indiana Salary Schedule and Compensation Policies of Prosecutors and Public Defenders
 - e. Ordinance Adopting 2026 County of Vigo, Indiana Salary Schedule and Compensation Policies of Highway Department
 - f. Ordinance Adopting 2026 County of Vigo, Indiana Salary Schedule and Compensation Policies of Dispatch/E911
 - g. Ordinance Adopting 2026 County of Vigo, Indiana Salary Schedule and Compensation Policies of Correctional/Detention/Building Security Officers
 - h. Ordinance Adopting 2026 County of Vigo, Indiana Salary Schedule and Compensation Policies of Parks Department
 - i. Ordinance Adopting 2026 County of Vigo, Indiana Salary Schedule and Compensation Policies of Health Department
 - j. Ordinance Adopting 2026 County of Vigo, Indiana Salary Schedule and Compensation Policies of Elected Officials
 - k. Ordinance Adopting 2026 County of Vigo, Indiana Salary Schedule and Compensation Policies of Courts
 - Resolution of Re-Allocation of Existing Appropriation 2025-8: Adult Probation Commercial Shredder Purchase
- 6. Ordinances Relating to Appropriations
 - a. Additional Appropriation 2025-54: Sheriff's Office Jail Medical Costs
 - b. Additional Appropriation 2025-55: Vigo County Engineering Road Salt & Equipment Repair
 - c. Additional Appropriation 2025-56: Commissioners Casino/Riverboat Wagering Revenue Request
- 7. Public Comment
- 8. Adjournment