## VIGO COUNTY COUNCIL SUNSHINE MEETING Agenda

## Wednesday, May 3, 2023 at 5:00 P.M. Council Chambers - 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.
  - a. Dr. Janie Myers Vigo County Coroner
- 4. First reading by summary reference of proposed ordinances and resolutions
  - i. Salary Ordinance 2023-21A: Sheriff salary adjustment to building security division
  - ii. Additional Appropriation 2023-21B: Sheriff salary adjustment to building security division
  - iii. Additional Appropriation 2023-22B: EDIT Improvement Parks and Local Grant Match Parks
  - iv. Additional Appropriation 2023-22B: EDIT Demolition of Property
  - v. Additional Appropriation 2023-23B: Building Maintenance Building Repair
  - vi. Additional Appropriation 2023-24B: Cum Capital Development Building Repair
  - vii. Additional Appropriation 2023-25B: LIT/Public Safety security equipment
  - viii. Additional Appropriation 2023-26B: Highway equipment new
  - ix. Additional Appropriation 2023-27B: ARPA culvert and drainage projects
- 5. Reports from committee(s)
- 6. Resolutions and Ordinances other than appropriations
- 7. Ordinances relating to appropriations
  - i. Salary Ordinance 2023-21A: Sheriff salary adjustment to building security division
  - ii. Additional Appropriation 2023-21B: Sheriff salary adjustment to building security division
  - iii. Additional Appropriation 2023-22B: EDIT Improvement Parks and Local Grant Match Parks
  - iv. Additional Appropriation 2023-22B: EDIT Demolition of Property
  - v. Additional Appropriation 2023-23B: Building Maintenance Building Repair
  - vi. Additional Appropriation 2023-24B: Cum Capital Development Building Repair
  - vii. Additional Appropriation 2023-25B: LIT/Public Safety security equipment
  - viii. Additional Appropriation 2023-26B: Highway equipment new
  - ix. Additional Appropriation 2023-27B: ARPA culvert and drainage projects
- 8. Public comment
- 9. Adjournment