REGULAR MTG. DATE & TIME

Tuesday 5:30 p.m. September 21, 2021

LOCATION

District Office 6850 Airline Hwy

PUBLIC COMMENT DURING PUBLIC COMMENT PERIODS AND PUBLIC HEARINGS

During Public Comment, anyone may speak for a maximum of three minutes. For items on the agenda, members of the public have the opportunity to speak for a maximum of three minutes during public hearing on that item.

- CALL TO ORDER
- ROLL CALL
- **GUEST**
- PLEDGE OF ALLEGIANCE

- ACKNOWLEDGEMENT OF AGENDA POSTING
- APPROVE AGENDA
- PUBLIC COMMENT

MINUTES

1. Approval of Regular Meeting Minutes of August 17, 2021.

REPORTS

A. FINANCE COMMITTEE

- 1. Finance Committee Report
- 2. Check and Bills for Ratification

3. Monthly Financial Reports

B. **DIRECTORS REPORT/TASK**

1. Directors

C. **DISTRICT OFFICE REPORT**

- 1. Reminder Notices/Delinquent Accounts
- 2. Receivables/Expenditures

D. **BOARD MEMBER'S REPORTS**

- 1. Update on Compliance Action Plan for State Water Resources Control Board Schmidt
- 2. Inter-Tie Update Schmidt
- 3. Water System Planning Grant Update Schmidt

E. GENERAL MANAGER (QUARTERLY REPORT FROM BRACEWELL) (Jan, April, July, Oct).

- 1. Bracewell Operator's Reports
- 2. Grease Trap Program

- 3. Fire Hydrant System
- 4. Other Pending Issues

F. OLD BUSINESS

- 1. Water Source Capacity Plan Schmidt
- 2. Update on Grants & Loans Schmid
- 3. Audit Schmidt

4. Budget 2021 – 2022 - Schmidt

G. **NEW BUSINESS**

- 1. Sky Kit Spencer
- 2. Customer Payment Plan after Covid
- 3. Supplying Water to Stone Gate

 Construction Funding for Sewer Project – Schmidt

ADJOURNMENT

Adjourn to next Regular Meeting on October 19, 2021.

Note: Agenda items for next Regular Meeting due to Office by Friday, October 15, 2021.

All public records relating to an agenda item on this agenda are available for public inspection at the time the record is distributed to all, or a majority of the board Such records shall be available at the District office located at 6850 Airline Hwy, Tres Pinos, CA 95075.

Posted: 9/172021 Posted by: Gabby O'Donoghue