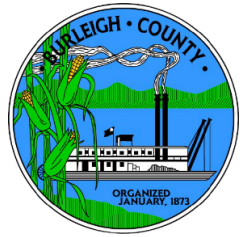




Lincoln, Fort Rice, Riverview, Florence Lake, Burnt Creek, Canfield, Lyman, & Phoenix
Unorganized Townships



Burleigh County Commission Meeting Agenda

Tom Baker Meeting Room, City/County Office Building, 221 N 5th St, Bismarck

Attend in Person | Watch live on Government Access Channels 2 or 602 | Listen to Radio Access 102.5 FM |
Stream on [freetv.org](https://www.freetv.org) or [Dakota Media Access Facebook Live](https://www.facebook.com/DakotaMediaAccess) | Replay later from [freetv.org](https://www.freetv.org)

August 5, 2024

5:00 PM

Invocation and Pledge of Allegiance presented by Chaplain.

COUNTY WEED BOARD

1. Meeting called to order by the Chairman of the Board.
2. Roll call of members.
3. Approval of Agenda.
4. Consideration of the July 1, 2024, meeting minutes and bills.
5. Update and discussion on approval of bills.
6. Other business.
7. Adjourn

COUNTY COMMISSION

1. Meeting called to order by the Chairman of the Board.
2. Roll call of members.
3. Approval of Agenda.
4. Consideration of the July 15, 2024, meeting minutes and bills.
5. Consent Agenda:
 - a. Abatements.
 - b. Applications for licenses, raffles, and special events permits.
6. Planning Director Flanagan:
 - a. Zoning change for Burleigh County Soil Conservation District.
 - b. Appeal of special use permit.
7. County Engineer Hall:
 - a. 2025 budget adjustments.

8. County Sheriff Leben:
 - a. Quarterly jail report.
9. County Auditor Splonskowski/ County Finance Director Jacobs:
 - a. Preliminary Budget Discussion.
10. County Finance Director Jacobs.
 - a. Sales tax bond escrow fund.
 - b. Financial Statement Audit report.
11. Chairman Bitner:
 - a. Digitalization of County records.
12. County HR Director Binder:
 - a. Tyler Technologies Infinite Vision HR Module Implementation.
 - b. Finance Director and Deputy Finance Director Job Description.
13. Other business.
14. Adjourn.

The next regularly scheduled Commission meeting will be on August 19, 2024.

Mark Splonskowski
Burleigh County Auditor/Treasurer