

The Board of Commissioners met at the District office located at 3890 NW 1st Avenue, New Plymouth Idaho for their Regular Board Meeting. Present were Commissioner's Dave Levanger, Eric York and Ryan Henggeler and Clerk Wendy Adamsen. At 4:05 P.M. the meeting was called to order by Chairman David Levanger.

The Commissioners received a copy of the minutes from the April 9, 2024 regular Board meeting; the minutes were approved as written.

The Clerk gave the financial report. The balance at First Interstate checking will be \$693.89 after the transfer from the LGIP and the May 14, 2024 bills are paid; the May 14, 2024 bills totaled \$10,551.57. The balance at the LGIP will be \$1,724,203.29 after the transfer to the First Interstate checking in the amount of \$10,600.00. The balance at Idaho Central Credit Union savings is \$25.00. The total road and bridge fund balance is \$1,724,922.18.

New Business:

- 1) The Clerk updated the Board regarding NW 26th, she and Nathan attended the Planning and Zoning meeting on the 9th and the results were that P&Z is sending a favorable recommendation to the County Commissioners. Therefore it will be up to the County Commissioners to approve Mr. McGehee's request; after some additional discussion it was the decision of the Board to wait and see what the County does.

Old Business:

- 1) There was no old business to discuss at this time.

Clerks Report:

- 1) The Clerk had no business to discuss at this time.

Director of Highways Report:

- 1) The Clerk informed the Board that Tim couldn't attend the meeting as he was out with the paving crew however, Tim's only report was that they have been busy paving and that it should be done this week.

The Clerk requested that the Board go into Executive Session to discuss personnel matters Idaho Code §74-206(1)(a); at 4:30 pm the Clerk took roll call all in favor the Board convened at 4:30 and entered into Executive Session, at 4:50 pm the Board adjourned Executive Session.

The following claims have been reviewed and approved: