



Tuesday, October 18, 2016
Commissioners of St. Mary's County Meeting Agenda

THIS AGENDA IS TENTATIVE AND SUBJECT TO CHANGE WITHOUT NOTICE - TIMES ARE APPROXIMATE

A part or all of the meeting may be conducted in closed session

Meeting of: Commissioners of St. Mary's County

Location: Chesapeake Building, 41770 Baldrige St., Leonardtown, MD

1. 9:00 am - WELCOME

- A. Invocation and Pledge - Commissioner Hewitt
- B. Approval of Minutes
- C. Approval of Consent Agenda

2. 9:05 am - PROCLAMATIONS

- A. DEPT. OF RECREATION & PARKS - Southern Maryland Elite Baseball Team
- B. NATIONAL DISABILITY EMPLOYMENT AWARENESS MONTH

3. 9:15 am - MAIN AGENDA ACTION ITEMS

- A. DEPT. OF FINANCE - Briefing on Tax-Property Article Section 9-258
- B. DEPT. OF FINANCE - Maryland Homestead Tax Credit

4. 9:35 am - COUNTY ADMINISTRATOR

- A. DRAFT AGENDAS FOR OCTOBER 25 AND NOVEMBER 1, 2016
- B. DEPT. OF HUMAN RESOURCES - Approval of LGIT Training Grant
- C. DEPT. OF HUMAN RESOURCES - FLSA Position Correction

5. 9:45 am - COMMISSIONER'S TIME

6. 9:55 am - EXECUTIVE SESSION

- A. Personnel

7. ADJOURN

8. 1:30 pm - PRESENTATION

- A. Maryland Dept. of Transportation-Consolidated Transportation Program (CTP) Tour 2016

9. ADJOURN

10. 6:30 pm - PUBLIC FORUM - 41770 Baldrige Street, Leonardtown, Chesapeake Building Meeting Room

11. ADJOURN

Appropriate accommodations for individuals with special needs will be provided upon request. In order to meet these requirements, we respectfully ask for one week's prior notice. Please contact the County Commissioners Office at 301-475-4200, *1350. Proceedings are televised live and/or recorded for later broadcast on television. All content of these proceedings is subject to disclosure under the Maryland Public Information Act. Photographic and electronic audio and visual broadcasting and recording devices are used during the Commissioners' meetings. These are public meetings and attendance at these meetings automatically grants St. Mary's County Government permission to broadcast your audio and visual image