

Office of GLENNA CRAIG

Payne County Clerk

Agenda Special meeting of the Payne County Budget Board

Monday, June 19th, 2023, at 11:00 a.m. 315 W. 6th Street, Suite 200/201 Commission Hearing Room

- 1. Call to Order
- Discussion/possible action on items as shown below. 2.
- 3. Approval of Minutes
- Open Public Hearing for Payne County Budget FY23-24 5.
- Presentation of FY23-24 Budget Revenue- Steven Cundiff C.P.A. 6.
- 7. Presentation of Visual Inspection Budget - James Cowan - 68. 2823 (a) - Notice of Visual Inspection Budget as filed with Budget Board- subject to amendment upon certification of Tax Rolls.
- **Budget Hearings and Discussion** 8.

0	Health Department	Kelli Rader
Ø	District Attorney	Laura Thomas
0	Assessor	James Cowan
0	Excise Board	Glenna Craig
0	County Clerk's Office	
0	Fringe Benefits	Glenna Craig
0	State Auditor and Inspector	Glenna Craig
0	Court Clerk's Office	Glenna Craig Lori Allen
0	Treasurer's Office	Carla Manning
٥	Office of the Commission	Chris Reding
0	Commission Gen. Gov. Courthouse	Chris Reding
٥	Commission Adm. Building	Chris Reding
0	Commission District 1	Zach Cavett
0	Commission District 3	Rhonda Markum
0	Flood Plain	Chris Reding
0	Solid Waste	Rhonda Markum
ø	Juvenile Detention	Chris Reding
•	Building Engineer	Chris Reding
•	Emergency Management	Zach Cavett
0	Emergency Operations Center	Zach Cavett
0	C.L.E.A.N. Program	Chris Reding

Chris Reding Payne County Administration Building • 315 W. 6th, Suite 202 • Stillwater, Oklahoma 74074 405-747-8310 · Fax: 405-747-8304 · countyclerk.paynecounty.org

Early Settlement Mediation

Sheriff Office General

Jail Operations Detention Center

Election Board

Glenna Craig Joe Harper

Joe Harper

Courtney Callison

9. Approval of the 23-24 Financials and Payne County Budget.

10. Adjournment.

This Notice/Agenda was filed by Glenna Craig, Payne County Clerk, and Secretary of the board on June 5th, at 315 W. 6th, Suite 202, Stillwater, OK. County of Payne. 405-747-8310.

Glenna Craig, Payne County Clerk

Secretary of the Budget Board