

Noxious Weed Board Meeting Agenda

Lewis & Clark County

Annual Organizational Meeting

Wednesday – January 11, 2023

1:00 p.m. – 2:30 p.m.

In person



City-County Building

316 N. Park Avenue

Room 226 North

Board Members, please turn in your current Noxious Weed Board Guidebooks, these will be updated and redistributed at the next meeting.

- **Call to Order**
 - *Action: Chair brings forth a motion calling the meeting to order*
- **Pledge of Allegiance**
 - *Action: All stand for the Pledge of Allegiance*
- **Roll Call**
 - *Action: Name and title from each meeting attendee*
- **Introductions/Recognition of Visitors**
 - *Action: Name and title from each visiting meeting attendee*
- **December 7, 2022 Meeting Minute Outline**
 - *Meeting Cancelled, no outline*
- **Public Comment**
 - *Action: Chair calling for any Public Comment*
- **Action Items**
 1. By-Laws
 - *Members and Staff will discuss current By-Laws; propose and vote on any changes*
 2. 2023 Meeting Work Plan
 - *Action: Board votes to approve proposed 2023 Meeting Work Plan*
 3. Weed Management Plan
 - *Action: Staff will present Noxious Weed Management Plan; Board will bring forth a motion to approve the presented Noxious Weed Management Plan.*
 4. Authorization of Fund 297 for HBIA Home & Garden Show
 - *Action: Board will vote to authorize funds from Fund 297 for the 2023 HBIA Home & Garden Show (March 18-19, 2023) for booth fees and any other related expenses.*

5. Nominations & Elections Chair/Vice-Chairperson

- *Action: Members nominate Chair/Vice-Chair candidates; Ballots handed out, members vote. Votes will be tallied by staff and a new Chair/Vice-Chairperson will be elected.*

- **Items for Next Meeting**

- *Next Meeting:*
 - Wednesday March 1, 2023 at 1:00p.m. Location: City County Building Room 326 (If 2023 proposed meeting work plan is approved by board)
 - *Items: Board Reports, HBIA Home & Garden Show March 18-19, 2023, Discussion Items, Calendar (Judith Anne Vincent), Overview (Judith Anne Vincent).*

- **Adjournment**