

ADA PUBLIC WORKS AUTHORITY REGULAR MEETING

Date: February 20th, 2024.

Location: 231 S. Townsend

The Ada Public Works Authority met in the Dr. Ray L. Stout City Council Chamber, at the Ada City Hall. The Meeting of the Authority was held immediately following the adjournment of the Ada City Council. Advanced public notice was given by posting the agenda on the City Hall bulletin board and posting on the City of Ada web site on February 16TH, 2024, at 12:45 p.m.

TRUSTEE MEMBERS PRESENT

Randy McFarlin	X	Yoli Vazquez	X	Karen Hudson	X
John Hargrave	X	Don Griffith	X		

1. Call to order.
2. Discussion of and action on Consent Agenda.
 - a. Consideration of the Minutes (February 5, 2024, 5:45 PM Regularly Scheduled meeting, and February 5, 2024, 4:00 PM Special Called meeting).
 - b. Consideration of authorization to surplus inventory to be placed in E-Waste for recycling.
 - c. Consideration of supplemental appropriations or transfer of appropriations within the Ada Public Works Authority Fund budget.
 - d. Consideration of supplemental appropriations or transfer of appropriations within the Sub-Funds to Ada Public Works Authority Fund budget.
 - e. Consideration of supplemental appropriations or transfer of appropriations within the Special Revenue Funds budget.

Motion made by Trustee Hudson to approve the Consent Agenda. Motion seconded by Trustee Vazquez. Chairman McFarlin called for a vote and the result was as follows:

AYE: Hargrave, Vazquez, McFarlin, Griffith, Hudson

NAY: None

Motion Carried 5-0

3. Discussion of and action on items removed from the Consent Agenda.

No items were removed from the Consent Agenda.

4. Reports by Authority Manager and/or APWA Staff.

No reports to be given by the Authority Manager or APWA Staff.

5. Persons to be heard on any matter not on the agenda.

No persons to be heard on any matter not on the agenda.

6. Adjournment.

The regular meeting of the Ada Public Works Authority adjourned at 5:52 p.m.



Attest:


Heather Heard, Secretary


Randy McFarlin, Chairman