Cedar County Emergency Management Commission 400 Cedar Street Tipton, IA 52772 (563) 886-3355

The Public Hearing for the adoption of the FY 2022 – 2023 budget for the Cedar County Emergency Management Commission was called to order at 6:45pm on Thursday, February 3, 2022 by Jon Bell, Chair, Cedar County Emergency Management Commission. A roll call vote was taken. Those attending by teleconference included Roger Laughlin, Mayor of West Branch; Jacob Koch, Fire Chief – Mechanicsville; Brian Carney, Mayor of Tipton. Those attending in person included Joe Sparks, Mayor of Bennett; Steve Bixler, Mayor of Clarence; Jill Cinkovich, Mayor of Lowden; Andrew Oberbreckling, Mayor of Mechanicsville; Dustin McAtee, Mayor of Stanwood; Jon Bell, Cedar County Board of Supervisors; Warren Wethington, Cedar County Sheriff; Jodi Freet, Director Cedar County EMA/911; Sue Hall, Press. A quorum was established.

Mayor McAtee/Stanwood made a motion to approve the agenda; motion seconded by Mayor Sparks/Bennett. Motion carried.

Supervisor Bell read the purpose of the public hearing: The Emergency Management Commission of Cedar County is conducting a public hearing on the proposed fiscal year 2022 – 2023 budget. At this public hearing, any resident or taxpayer may present objections to, or arguments in favor of, any part of the proposed budget. This notice represents a summary of the supporting detail of receipts and expenditures on file with the 911 Service Board Secretary. Copies of the supplemental budget detail will be furnished upon request.

Director Freet advised the Emergency Management Commission that there were no objections on record.

Supervisor Bell asked for questions on the budget. None were presented. Supervisor Bell requested vote of the proposed FY 2022-2023 budget. Budget passed.

Supervisor Bell announced the next meeting will be held on April 14, 2022.

The motion to adjourn the meeting was made by Mayor McAtee/Stanwood; motion seconded by Mayor Sparks/Bennett. Motion carried.

Meeting adjourned at 6:47pm.