

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

The Public Hearing for the adoption of the FY 2025 – 2026 budget for the Cedar County Emergency Management Commission was called to order at 8:22 am on Tuesday, February 24, 2026, by Chair Jon Bell. Those attending by teleconference included Andrew Oberbrockling, Mayor of Mechanicsville; Trent Siver, Mayor of Clarence; Tammi Goerdts, Mayor of Tipton. Those attending in person included Jon Bell, Cedar County Board of Supervisors; Warren Wethington, Cedar County Sheriff; Thomas Daufeldt, Mayor of Durant; David Siebels, Stanwood City Council; Dwayne Brown Jr, Director, Cedar County EMA/911; Mindy Beekman, Office Coordinator, Cedar County EMA/911; Sue Hall, Press.

Wethington made a motion to approve the agenda; motion seconded by Siebels. Motion carried.

Chairman Bell read the purpose of the public hearing: The Emergency Management Commission of Cedar County is conducting a public hearing for the purpose of amending the current budget for the fiscal year ending June 30, 2026. 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 Emergency Management Commission Secretary. Copies of the supplemental budget detail will be furnished upon request.

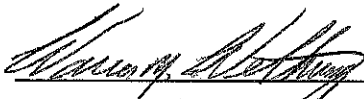
Office Coordinator Beekman advised the Emergency Management Commission that there were no objections on record.

Chairman Bell asked for questions on the budget. No questions were asked. Chairman Bell requested vote of the proposed FY 2025-2026 budget amendment. Motion made to adopt by Siebels; Seconded by Wethington. Budget amendment passed.

The next meeting will be on April 9, 2026 at 7pm at 1410 Cedar Street, Tipton.

The motion to adjourn the meeting was made by Wethington; motion seconded by Siebels. Motion carried.

Meeting adjourned at 8:23 am.


Warren Wethington, EMA Vice Chair