

**NOTICE OF OPEN MEETING AND
VOTE TO CLOSE PART OF THE MEETING
SCOTT COUNTY COMMISSION**

DATE & TIME

Tuesday, October 7, 2025 at 8:30 a.m.

PLACE

Commission Office, Scott County Courthouse, 131 S. Winchester, Benton, MO

CONVENE AND PLEDGE OF ALLEGIANCE

TENTATIVE AGENDA

8:30 David Owens, Road and Bridge Updates

9:00 Austin Williams, Delta Companies

Designation of Delegates to the Missouri Association of Counties Annual Conference

Discuss and/or Approve Ongoing County Facility Projects

OTHER DISCUSSIONS & POSSIBLE ACTIONS

Updates on the following: Consolidation of 911/Dispatch, American Rescue Plan Act, Elected Official and Department Reports, Kelso Solar Project.

Discuss and/or approve the following: Requests to Disburse Funds from Lease-Purchase Agreement, Personnel Policies, Insurance, Road Improvements, County Property Repairs and Maintenance, Renovations of County Buildings, Property Purchases, Landfill Projects, Economic Development, Treasurer Reports, Grant Applications, Accounts Payable, Payroll, Minutes, Budget Matters, Board Appointments, and any other business presented before the Commission.

Open Discussion

PUBLIC COMMENTS

Individuals who wish to make comments regarding items listed or not listed on the agenda must first be recognized by the Commission. Each speaker must state his/her name and address for the record. All comments will be directed to the Commission.

CLOSED SESSION

The County Commission may, as part of a regular or special meeting, hold a closed session to discuss legislation or litigation, leasing, purchasing, real estate, or personnel matters. Authority is Section 610.021, RSMo., as amended: (1)-Litigation, (2)-Real Estate, (3)-Personnel or other provisions as allowed by law.

ADJOURNMENT

Copies of this notice may be obtained by contacting Scott County Clerk's Office, PO Box 188, 131 S Winchester St, Benton MO 63736; 573-545-3549.

Agenda Posted: October 6, 2025 at 8:30 a.m. at the County Clerk's Office in Benton, Missouri.

Allen Seabaugh, Scott County Clerk