Skagit County Fire Protection District #4

23624 Jackson St Clear Lake WA 98235

AGENDA- BUSINESS MEETING

MARCH 2, 2023 7:00 pm

1. Call to Order / Flag Salute at
2. Public Comment-N/A
   1. Final Actions-
3. Reading of Minutes- Special Meeting minutes 2/21/2023
4. Correspondence –
   1. Drug-Free Business price increase
   2. Skagit County Levy-
5. Attorney Report –
6. Unfinished Business
   1. Demand letter- Commissioner Mattox brought up that if we want to, we could look into engaging with the attorney general and it would protect us under the department as we are trying to clean everything up. TBD
   2. EIN and UBI-Attorney response-
   3. WA CARES fund-Will start July 2023. Secretary Olson will reach out to confirm 100% as this has had so many date changes.
   4. County application updates Station #2 Big Rock-Will follow up at a later date with the County.
   5. Burn Box-Response to Big Lake-
   6. MES- Old credit and air sample invoice update-Still pending
   7. Citi Card update-
   8. Budget review-2023-Table till 4/6/2023 and review/update the new document
   9. BVFF- Martin, Friend-
   10. Fonk Road updates-
   11. 421-replacement- Updates
7. New Business
   1. Public comment SOG-Table till April 6, 2023
   2. New resolution- Communication with the Fire Marshal, planning and development (Skagit County departments and agencies)- Table till March 2, 2023
   3. Association quarterly payment review- Table till March 2, 2023
   4. Quarterly Operations report-
   5. Emails-
8. Chief’s Report

a.

b.

c.

1. Assistant Chief’s report

a.

b.

c.

1. Accounts Payable & Financial Report

|  |  |
| --- | --- |
| **Payroll checks 4493-4496** | **3084.53** |
| **Voided Checks #**  **Void reason-** | **NA** |
| **A/P Checks** |  |
| **EFTPS-Electronic** | **900.69** |
| **Total Amt/approved amt** |  |

1. Adjournment @
2. Next Business Meeting: April 6, 2023

Respectfully Submitted,

Katy Olson, Secretary \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Chair \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_