THE BOARD OF GARRETT COUNTY COMMISSIONERS

203 South Fourth Street - Courthouse - Room 207 Oakland, Maryland 21550 www.garrettcounty.org countycommissioners@garrettcounty.org 301-334-8970 301-895-3188 FAX 301-334-5000

Board of Commissioners

Gregan T. Crawford Robert G. Gatto James M. Raley

5:30

Adjournment

County Administrator R. Lamont Pagenhardt

County Attorney Gorman E. Getty III

PUBLIC MEETING AGENDA - Revised February 18, 2014

Certain sessions of the meeting may be conducted in Executive Session Agenda Session Times except Public Hearings are Approximate

4:00	Call to Order of Public Session, Invocation, and Pledge of Allegiance
4:02	County Administrator – Additions/Deletions and Approval of Public Meeting Agenda
4:03	Approval of Public, Administrative, and Executive Meeting Minutes
4:04	Update on Boards, Committee, and Commission Meetings Attended
4:05	Board Appointment – Garrett County Ethics Commission Member
4:06	Garrett County Purchasing Department Bid Awards: Deep Creek 2014 Equipment Rental Custodial Cleaning Services Plumbing Services Tandem Vibratory Roller Contract Extension: Culvert Pipe Filters Fuel
4:20	 Review and Commentary - Recommended Permit Fee Schedule Approval - Amendment - Garrett County Subdivision Ordinance Approval - Amendment - Deep Creek Watershed Zoning Ordinance Request to amend Section 157.024 (c) 23 to add a new category or use for "boat rental including boat rides and/or boat tours a separate service business and not offering any other services associated with a marina"
4:45	Department of Public Works – Roads Division Update of 2013 – 2014 Winter Operations
5:00	Board Review and Public Commentary - 2014 Legislation
5:15	Public Commentary
5:20	Board of County Commissioners Board, Commissions, and Appointment Schedule

Public Issues or concerns that are to be presented to the Board of Garrett County Commissioners during any Public meeting should be scheduled with Carol Riley-Alexander, Executive Assistant to the Board of County Commissioners/County Administrator.