



# KOOTENAI COUNTY

## BOARD OF COMMISSIONERS

---

### Special Meeting Agenda

#### **Facilities Director Interviews**

October 05, 2023

1:00 PM

451 N. Government Way, Administration Building, BOCC Boardroom

**A. Call to Order**

**B. Changes to the Agenda (Action)**

**C. Business**

1. Kootenai County Facilities Director Interview
  - a. Executive Session pursuant to Idaho Code §74-206(1)(a) to consider hiring a public officer, employee, staff member or individual agent. - BOCC Division (Closed Session - Discussion)
  - b. Decisions / Direction (Open Meeting - Action)
  
2. Kootenai County Facilities Director Interview
  - a. Executive Session pursuant to Idaho Code §74-206(1)(a) to consider hiring a public officer, employee, staff member or individual agent. - BOCC Division (Closed Session - Discussion)
  - b. Decisions / Direction (Open Meeting - Action)
  
3. Kootenai County Facilities Director Interview
  - a. Executive Session pursuant to Idaho Code §74-206(1)(a) to consider hiring a public officer, employee, staff member or individual agent. - BOCC Division (Closed Session - Discussion)
  - b. Decisions / Direction (Open Meeting - Action)
  
4. Kootenai County Facilities Director Interview
  - a. Executive Session pursuant to Idaho Code §74-206(1)(a) to consider hiring a public officer, employee, staff member or individual agent. - BOCC Division (Closed Session - Discussion)
  - b. Decisions / Direction (Open Meeting - Action)

5. Review Kootenai County Facilities Director Candidates
  - a. Executive Session pursuant to Idaho Code §74-206(1)(a) to consider hiring a public officer, employee, staff member or individual agent. - BOCC Division (Closed Session - Discussion)
  - b. Decisions / Direction (Open Meeting - Action)

**D. Public Comment (Discussion)**

**E. Adjourn**

*To attend this meeting remotely:*

- The live meeting can be viewed at <https://www.youtube.com/KootenaiCountyIdaho>
- To participate or listen via telephone dial (339) 207-6050
- Please be sure to keep your devices on mute to limit background noise.