



Board of County Commissioners

Lewis County Courthouse
351 NW North Street
Chehalis, WA 98532-1900

DIRECTORS' UPDATE AGENDA **REVISED**

9 a.m. Wednesday, April 3, 2024
351 N.W. North Street, Chehalis

ITEMS TO BE HEARD DURING THE TUESDAY, APRIL 9, 2024, BOCC MEETING

PLEASE NOTE THAT THE FOLLOWING LINKS ARE FOR INTERNAL USE ONLY. THE LINKS WILL BECOME PUBLICLY ACCESSIBLE ONCE THE ITEMS ARE LISTED ON THE AGENDA FOR THE FOLLOWING WEEK'S BUSINESS MEETING.

Zoom guidelines

Introductions

Public comment on any final-action items listed on this agenda

Motion to add homeless shelter - executive session under RCW 42.30.110(1)(i) - to the agenda

NOTICE ITEM(S)	
PW	The proposed vacation of an undeveloped right of way, being a continuation of Beryl Road in Randle
CONSENT ITEM(S)	
AUD	Approval of warrants / payroll
BOCC	Approval of minutes from the April 2, 2024, BOCC Business Meeting.
DELIBERATION ITEM(S)	
PW	The proposed vacation of an undeveloped right of way, being a continuation of Cannon Road in Packwood
IS	Ratify signature for the East County Substation - Tenant improvements construction contract
IS	Declaration of surplus real property, 242 NW Chehalis Ave., Chehalis
BOCC	Approve an Agreement from the Washington State Office of Public Defense in the amount of \$103,435.00 for use in the calendar year 2024

Announcements

New business

Wednesday Workshop

Contract-signing authority

Homeless shelter - executive session under RCW 42.30.110(1)(i)

Calendars

Reminder: No Business Meeting on April 30 as it's the fifth Tuesday of the month

Correspondence

Adjournment

The public is invited to attend any Lewis County Board of County Commissioners (BOCC) meeting in person. Select meetings -- including the Wrap-Up, Directors' Update, Business Meeting and Mayors' Meetings -- also are available via Zoom. Following are the Zoom codes for this meeting:

ONLINE: Go to <https://zoom.us/j/92770578873>. The passcode is 085336.

BY PHONE: Call 888-475-4499. The meeting ID is 927 7057 8873, and the passcode is 085336.