SPECIAL BOARD MEETING AGENDA

GEORGETOWN FIRE DISTRICT Board of Directors Meeting Station 61 – 6283 Main Street, Georgetown CA 95634

Tuesday, June 30, 2022 9:00 A.M.

1. CALL TO ORDER, ROLL CALL AND PLEDGE OF ALLEGIANCE

2. ADOPTION OF AGENDA

3. PUBLIC COMMENT – Any member of the public may address the Board on any matter within the jurisdictional authority of the District. Comments shall be limited to three minutes per person, or such other time limit as may be imposed by the President, to enable the Board to complete its agenda within a reasonable period.

4. NEW BUSINESS

A. El Dorado County ESA / JPA and GEO Contract

RECOMMENDED ACTION: Approve Contract

B. Transfer of Retirement Health Care into CERBT

RECOMMENDED ACTION: Approve Transfer

C. Preliminary Budget

RECOMMENDED ACTION: Approve Preliminary Budget

ANNOUNCE CLOSED SESSION AND ADJOURN OPEN SESSION TO CLOSED SESSION

5. ADJOURN TO CLOSED SESSION

- **A.** Pursuant to Government Code 54956(d)(2), the Board will meet in Closed Session to consider potential litigation.
- **B.** Pursuant to Government Code section 54957, the Board will meet in Closed Session to discuss Public Employment.

ADJOURN CLOSED SESSION AND OPEN REGULAR SESSION

REPORT OUT OF CLOSED SESSION

• Chiefs Contract Update

RECOMMENDED ACTION: Approve Contract Extension

6. NEXT MEETING DATE AND ADJOURNMENT – Next Regular Meeting Thursday, July 14, 2022

In compliance with The Americans with Disabilities Act, if you are a disabled person and you need a disability-related modification or accommodation to participate in this meeting via teleconference, please contact Chief Glenn Brown by telephone at 530.333.4111. Requests must be made as early as possible and at least one-full business day before the start of the meeting.

In accordance with Government Code Section 54954.2(a), this agenda was posted on the District's front door at Georgetown Fire District, at 6281 Main Street, Georgetown, California, on June 23, 2022.

/s/ Glenn Brown Chief Glenn W. Brown

June 23, 2022

Date