

**NOTICE OF A SPECIAL CALL MEETING OF THE
COMMISSIONERS COURT OF SAN AUGUSTINE COUNTY, TEXAS**



**JEFF BOYD
COUNTY JUDGE**

COMMISSIONERS

**TOMMY PICKARD, Precinct 1
JOEY HOLLOWAY, Precinct 3**

**DANIEL HOLMAN, Precinct 2
STEVE BRYAN, Precinct 4**

Notice is hereby given that a meeting of the above named Commissioners Court will be held on **Monday, the 5th day of August 2024 at 9:00 o'clock A.M.** in the Commissioners Court Room at 100 W. Columbia, Room 103, San Augustine, Texas, at which time the following will be discussed and appropriate action taken; pursuant to B.T.C.A. Government Code Chapter 51, Open Meetings Act, including all Subchapters and Sections:

NO CELL PHONES, AUDIBLE PAGERS, AND/OR BEEPERS SHALL BE USED WHILE COURT IS IN SESSION

➤ **CALL TO ORDER**

1. Discuss and Take Appropriate Action Re: **Budget Work Shop**

EXECUTIVE SESSION (Closed to public)

Pursuant to Chapter 551 of the Texas Government Code

EXECUTIVE SESSION ITEMS

- Note 1 Gov't Code Ann 551.071, Consultation with Attorney
- Note 2 Gov't Code Ann 551.072, Real Property
- Note 3 Gov't Code Ann 551.074, Personnel Matters
- Note 4 Gov't Code Ann 551.076, Security
- Note 5 Gov't Code Ann 551.087, Economic Development Negotiations

The Commissioners Court will consider the following items in Executive Session. The Commissioners Court may also consider any other matter posted on the agenda if there are issues that require consideration in Executive Session and the Commissioners Court announces that the item will be considered during Executive Session.

RESUME OPEN SESSION AND TAKE ANY NECESSARY ACTION RESULTING FROM EXECUTIVE SESSION DELIBERATIONS.

2. **ADJOURNMENT**

I, the undersigned County Clerk, do hereby certify NOTICE of Regular meeting of the above named Commissioners Court is a true and correct copy of said Notice and that I have caused said Notice to be posted on the doors at the Courthouse of San Augustine County, Texas located at 100 W. Columbia Street on the 1st day of August 2024.

Margo Noble, County Clerk