**LAFOURCHE BASIN LEVEE DISTRICT**

**POST OFFICE BOX 670**

**21380 HIGHWAY 20**

**VACHERIE, LOUISIANA 70090**

**NOTICE POSTED:** Tuesday, December 13, 2022 @ 5:00 P.M.

A Committee Meeting as a Whole will be held as follows:

**DATE:** Wednesday, December 14, 2022

**TIME:** 6:00 P.M.

**PLACE OF MEETING:** The Lafourche Basin Levee District will hold its Committee as a Whole meeting on Wednesday, December 14, 2022. The public is invited to attend via Teleconference and at the LBLD office.

**A Committee Meeting as a Whole**

**December 14, 2022**

The public can participate in the above meeting by calling

**412-924-6965**

**Access Code: 655833**

1. Call to Order

1. Roll Call of Commissioners

1. Adoption of the Agenda

Motioned by: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Seconded by:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Roll Call Vote – Yeas: \_\_\_\_\_ Nays: \_\_\_\_\_ Abstained: \_\_\_\_\_ Absent: \_\_\_\_\_\_\_\_

Motion – Passed: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Failed: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Public Comments: Comments from the Public regarding any/all of the agenda items listed below will be accepted at this point in the meeting. The meeting chairperson may also allow further comments from the Public as and when each agenda item is considered during the meeting process
2. Personnel Committee Report

Chairman: Marlin Rogers

1. Building Committee Report

Chairman: Larry Sorapuru

1. Safety Committee Report

Chairman: Arthur J. Bosworth, IV

1. Equipment Committee Report

Chairman: Michael McKinney, Sr.

1. Upper Barataria/Sunset Project Committee Report

Chairman:

1. Any Additional Comments
2. Adjourn

  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Eric Matherne, President

Lafourche Basin Levee District

P.O. Box 670, Vacherie, LA 70090

(225)265-7545

In accordance with the Americans with Disabilities Act, if you need special assistance, please contact Donald Ray Henry at (225)265-7545, describing the assistance that is necessary.