

CITY OF TECUMSEH, NEBRASKA
BOARD OF PUBLIC WORKS
NOTICE OF PUBLIC MEETING

Notice is hereby given to all that may be concerned that the Board of Public Works of the City of Tecumseh, Nebraska will meet in a publicly convened session as set forth below:

Time: 4:00 o'clock P.M.

Date: October 5, 2015

Location: City Hall

The agenda subjects to be considered at said meeting are as follows:

1. Statement of availability of current copy of Open Meeting Act
2. Roll Call
3. Approve minutes of the September 1, 2015 regular meeting
4. Approve payment of bills
5. Review and consider Water/Wastewater report and recommendations
6. Review proposed contract with the Village of Burchard for managing their Water/Wastewater system
7. Review and consider options regarding well #4 after Sargent Drillings review
8. Review and consider approval of 60 month/\$182.65 per month contract with Claritus Digital Mailing System: Hasler IN600 mailing machine (reviewed at budget meeting in July)
9. Utility Foremen's Report
10. Adjourn

The final agenda is currently incomplete; however, a continually current Agenda is available for public inspection, upon request, at the City Clerk's Office in City Hall.

This notice will be posted in three public places in the City and members of the Board of Public Works will simultaneously be served with a copy of this notice. Reasonable accommodations will be made for people needing another method of access by contacting the City Clerk one week prior to the regular meeting: by mail at P.O. Box 417, Tecumseh NE 68450, by phone at 402-335-4011, by email at pdarling@windstream.net.

The Board of Public Works reserves the right to adjourn into Closed Session for the protection of the public interest at any time.

Paula Darling

City Clerk

I certify that the above notice was posted by me in three public places in the City as follows:

City Hall
American National Bank
Johnson County Court House
Electronically at tecumsehne.com

At 3:00 p.m. o'clock P.M. on October 1, 2015

Paula Darling

City Clerk

