

Missoula Board of County Commissioners

PUBLIC MEETING AGENDA



Hybrid meeting: You can attend in person in the Sophie Moiese Room (Room 151) in the Missoula County Courthouse Annex or virtually by using our Microsoft Teams link found here: <http://missoula.co/bccpublicmeeting>

1. **CALL TO ORDER**
2. **PLEDGE OF ALLEGIANCE**
3. **LAND ACKNOWLEDGEMENT**
Missoula County acknowledges that this event takes place in the aboriginal territories of the Salish and Kalispel people.
4. **PUBLIC ANNOUNCEMENTS**
 - a. **Closed Captioning Available**
 - b. [Proclamation: Black History Month](#)
5. **PUBLIC COMMENT ON ITEMS NOT ON THE AGENDA**
6. [CURRENT CLAIMS LIST](#)
Claims received as of December 31, 2024 to January 28, 2025 by the Commissioners' Office total of \$7,580,924.57.
7. **HEARINGS**
 - a. **Resolution- Missoula County Annexations Seeley Lake Refuse District**
Samuel Scott, Clerk and Records' Office
 - b. **Resolution- Engineering Package Trails Bond Project**
Nicholas Zanetos, Parks and Trails
 - c. **TIF Funds Proposal for Wye Water System**
Andrew Hagemeyer, Community and Economic Development
 - d. **Resolution-Wye Water System Development Agreement**
Andrew Hagemeyer, Community and Economic Development
 - e. **Resolution- Intent to Create a Special District for a Wye Water System**
Andrew Hagemeyer, Community and Economic Development
 - f. **Grass Valley Industrial Subdivision Improvement Agreement**
John Hart, County Attorney's Office
 - g. **TIF Funds Proposal for Missoula County Comprehensive Plan Update/Industrial Land Study**
Andrew Hagemeyer, Community and Economic Development
8. **OTHER BUSINESS**
9. **ADJOURN**

If you need an auxiliary aid/service or other accommodation due to a disability, contact Cheryl Hartman by calling 406-258-3164 or emailing chartman@missoulacounty.us at least two business days before the meeting. If a response is received after this point, we will try to obtain the auxiliary aid/service or accommodation, but we cannot guarantee that the request will be fulfilled.