

**TRANSYLVANIA COUNTY BOARD OF COMMISSIONERS**  
**REGULAR MEETING AGENDA**  
**Multipurpose Chambers-County Administration Building**  
**101 South Broad Street, Brevard, NC**  
**Monday, January 24, 2022 @ 6:00 p.m.**

*The Board of Commissioners' meeting can be viewed online ([www.transylvaniacounty.org](http://www.transylvaniacounty.org)) and via Facebook Live at <https://www.facebook.com/TransylvaniaCounty/>. Staff has added a call-in option for members of the public who may have trouble accessing the meeting online. The call-in option is for audio only. Dial (716) 427-1083. Access code: 554381.*

**CALL TO ORDER**

**I. WELCOME**

**II. PUBLIC COMMENT (15-minute time limit)**

Sign up is required. Speakers will be limited to three minutes. The public comment period will close when there are no more speakers, or the 15-minute limit is reached.

**III. AGENDA MODIFICATIONS**

**IV. CONSENT AGENDA**

All items listed below are considered routine and will be enacted by one motion. No separate discussion will be held except on a request of a member of the Board of Commissioners.

- A. Minutes
- B. Discovery, Release and Monthly Settlement Report
- C. Bad Debt Write Off – Health Department

**V. PRESENTATIONS/RECOGNITIONS**

- A. COVID-19 Update
- B. Presentation from the Transylvania Economic Alliance

**VI. APPOINTMENTS**

- A. Board of Equalization and Review
- B. Planning Board

**VII. OLD BUSINESS**

**VIII. NEW BUSINESS**

- A. Transylvania Economic Alliance Contract Review
- B. Region 1 Public Health Workforce Development Agreement Addendum
- C. Award New Audit Contract
- D. Budget Amendments
- E. Community Action Opportunities Community Services Block Grant Application
- F. Manager's Report

**IX. PUBLIC COMMENT**

Speakers will be limited to three minutes.

**X. COMMISSIONERS' COMMENTS**

**XI. CLOSED SESSION**

- A. Per N.C.G.S. § 143-318.11 (a) (4) To discuss matters relating to the location or expansion of industries or other businesses in the area served by the public body.

**ADJOURNMENT**