

Agenda

1. Roll Call

2. Reading and approval of the minutes of the previous meeting, March 14, 2024

3. Bills, Communications and Public Comment*

- i. *The public comment period shall be limited to 30 minutes. A sign-up sheet for public comment will be available 30 minutes prior to each applicable meeting and will be closed and removed at the start of the meeting. If you wish to address the Board of Commissioners, you must indicate which agenda item you wish to provide comment. Only those members of the public that have signed the sign-up sheet prior to the start of the meeting will be permitted to address the Board of Commissioners. PUBLIC COMMENTS ARE LIMITED TO AGENDA ITEMS ONLY. Members of the public wishing to address an item NOT on the agenda must first contact the Executive Director or other appropriate Dayton Housing Authority official who will determine whether or not such item should be placed on the agenda.
- ii. Public comments shall be taken in the order in which the sign-up is listed. Members of the public wishing to address the Board of Commissioners shall be limited to 3 minutes. However, if there are more people wishing to address the Board of Commissioners than can be heard in the 30 minute public comment period and in order to hear opposing views, the Board of Commissioners by motion can limit each speaker to 2 minutes and/or require the public to limit the number of speakers addressing the Board of Commissioners on the same subject and expressing the same view point. All members of the public signing up for comment shall be required to review the rules of procedure for public comment.
- iii. The Board of Commissioners reserves the right to temporarily suspend these rules of procedure upon a motion, second and majority vote of the Board of Commissioners.

4. Report of Board Secretary

Financial Audit FYE 9/30/23

5. Old Business

6. New business

Budget Revision

Health Insurance Renewal effective May 1, 2023

5. Other Business

Discussion of names for a new Board Member

6. Adjourn