# GRAND TRAVERSE COUNTY DEPARTMENT OF HEALTH AND HUMAN SERVICES BOARD

SPECIAL MEETING Wednesday, April 30, 2025 3:00 p.m.

Open to the public Grand Traverse Pavilions 1000 Pavilions Circle Traverse City, MI 49684 Board Room

### **AGENDA**

## 1. CALL TO ORDER

2. ROLL CALL the member must announce his or her physical location by stating the county, city, township, or village and state from which he or she is attending the meeting remotely.

#### 3. 1st PUBLIC COMMENT

Any person shall be permitted to address a meeting of the Grand Traverse County Department of Health and Human Services Board which is required to be open to the public under the provisions of the Michigan Open Meetings Act, as amended. (MCLA 15.261, et.seq.) Public comment shall be carried out in accordance with the following Board Rules and Procedures:

- 1. Any person wishing to address the Board shall state his or her name and address.
- 2. Persons may address the Board on matters which are relevant to Grand Traverse Pavilions issues.
- 3. No person shall be allowed to speak more than once on the same matter, excluding time needed to answer Board Members questions. The Chairperson shall control the amount of time each person shall be allowed to speak, which shall not exceed three (3) minutes.
  - a) Chairperson may, at his or her discretion, extend the amount of time any person is allowed to speak.
  - b) Whenever a group wishes to address the Board, the Chairperson may require that the group designate a spokesperson; the Chairperson shall control the amount of time the spokesperson shall be allowed to speak, which shall not exceed fifteen (15) minutes.

The Board shall not comment or respond to a person who is addressing the Board. Silence or non-response from the Board should not be interpreted as disinterest or disagreement by the Board.

Please be respectful and refrain from personal or political attacks.

#### 4. CEO INTERVIEWS

- Burke K. 3:00-5:00PM
- James A. 5:00-7:00PM

## 5. 2<sup>nd</sup> PUBLIC COMMENT

#### 6. ADJOURNMENT