The Hickman County Legislative Body shall meet in regular session on Monday, March 25th, 2024 at 6:00 PM, at the Hickman County Justice Center. This meeting is open to the public, and a tentative agenda is presented below. Persons desiring to speak during the public comment period should sign-up at the front of the meeting room before the meeting begins. Persons requiring special assistance to attend the meeting should contact the County Mayor's office at 931-729-2492 at least 48 hours prior to the meeting.

AGENDA

- Call to Order by Chairman
- Roll Call by County Clerk
- Prayer/Pledge of Allegiance to the Flag of Our Country
- Approval of Agenda
- Public Comment Period
- Adoption of Minutes from Monday, February 26th
- Special Recognitions, Memorials or Commendations: (if any)
- Elections, Appointments, Confirmations:
 - 1) Elections: (if any)
 - 2) Appointments and Confirmations:
 - a) Notaries: (if any)
 - b) Other Appointments/Confirmations:
 - c) Approval of Bond
- Quarterly, Annual and Special Reports:
- Communications from County Mayor:
 - MAYOR'S REPORT
- Monthly Committee/Board Reports:
 - 1) PLANNING COMMISSION
 - 2) SOLID WASTE COMMITTEE
 - 3) HEALTH SAFETY & PROPERTIES COMMITTEE
 - 4) FINANCE COMMITTEE
 - 5) BUDGET, FINANCE & HUMAN RESOURCES COMMITTEE
 - 6) HEALTH FOUNDATION
 - 7) AGRICULTURAL EXTENSION COMMITTEE
 - 8) PUBLIC RECORDS COMMITTEE
 - 9) ECONOMIC AND COMMUNITY DEVELOPMENT
 - 10) BOARD OF ZONING APPEALS
 - 11) INDUSTRIAL BOARD
- Other Committees or Boards (if any)

- Approval of Committee/Board Reports
- Update Meeting Calendar
- Unfinished Business:
 - Discussion/ Action
- New Business:

RESOLUTION 24-04 RESOLUTION TO APPLY FOR THE TNECD CDBG GRANT TO PURCHASE CARDIAC MONITORS FOR HICKMAN COUNTY EMERGENCY MEDICAL SERVICES.

RESOLUTION 24-05 HONORING THE BULLDOGS OF HICKMAN COUNTY HIGH SCHOOL FOR THEIR INCREDIBLE 2023-24 BASKETBALL SEASON

MOU BETWEEN SHELTER FRIENDS AND HICKMAN COUNTY

Announcements and Statements: (if any) Adjournment,

Respectfully Submitted: Keith Nash Chairman