

BOARD OF COMMISSIONERS

Linda Bartz, *Chair*
Linda Hudson, *Vice Chair*
Chris Dzadoovsky
Curtis Johnson
Stephanie Morgan
Shannon Martin
Vacant Seat



ST LUCIE COUNTY FIRE DISTRICT

Nate Spera, *Fire Chief*
Patricia Marston-Duva, *Clerk/Treasurer*
Kim Sabol, *Attorney*

FIRE BOARD OF COMMISSIONERS AGENDA
3:00 PM, Wednesday, April 21, 2021 –Regular Meeting

1. Call to Order (Chair)
2. Roll Call
3. Pledge of Allegiance
4. Proclamations & Special Presentations
 - i. Good Samaritan Award – Logan French
5. Commendations
6. Public Comments (Chair)
 - i. First Arriving Demo – Derek Nicolette
7. Additions and/or Deletions to Agenda (Chair)
8. Approval of Consent Agenda (Chair)
 - A. Fire Board Meeting Minutes
 - i. Regular meeting – March 10, 2021
 - B. Disbursement – March 2021
 - C. Authorized Spending Report –March 2021
 - D. Budget Revenue Report – March 2021
 - E. Investment Report – February 2021
 - F. Statement of Interest – February 2021
 - G. Financial Report - February 2021
 - H. Ambulance Billing Report – February 2021
 - I. Miscellaneous
 - i. Station 3 Battalion Chief Office & Sleeping Quarters Remodel
 - ii. Fire Station 6 Kitchen Cabinets Full Replacement
 - iii. RFP #21-0311 – Stations 10 & 15 Concrete/Aprons/Drainage
 - iv. RFP #21-0422 – Lawn & Landscape Maintenance Service Contract
 - v. Removal of Fixed Assets
 - vi. Removal of Fixed Assets
9. Regular Agenda
 - A. Resolutions
 - i. Resolution No. 709-21 Budget Amendment No. 1 – Sale of Old Fire Station 5
 - ii. Resolution No. 710-21 National Public Safety Telecommunicators Week
 - B. Unfinished Business
 - i. Strategic Goal #6 - Training
 - C. New Business
 - i. Port St. Lucie Back Taxes
 - ii. SELF Amended Lease Agreement

10. Comments by the Fire Chief
 - i. Dan Mikels – US Fire Administration/National Fire Academy Executive Fire Officer Program
 - ii. Mid-Year Budget Review
11. Comments by the Clerk Treasurer
12. Comments by the District Attorney
13. Comments from Board Members
14. Determination of Excused Absences
15. Adjournment (Chair)