



SIoux COUNTY, IOWA BOARD OF SUPERVISORS' MEETING

BOARD OF SUPERVISORS' ROOM
COURT HOUSE IN ORANGE CITY

TENTATIVE AGENDA

Disclaimer: Except for public hearings and bid lettings, times listed are subject to change

Apr 4

Regular Board Meeting – County Board of Supervisors Room

- Approve Minutes March 21, 2023
- Committee Reports
- Approve Claims (March 22 – Apr 4)
- Public Hearing for FY24 County Budget
- Resolution to Adopt FY2024 Sioux County Budget
- FY 24 Budget Presentation
- Fairgrounds Discussion – Moving Dirt Request

9:00 a.m.

Public Hearing for FY24 County Budget

9:30 a.m.

Shane Walter, Sioux County Zoning Director, Public Hearing: Name of Applicant: Eric & Jessica Oolman. Location of the proposed construction: Section 36 of West Branch Township. Type of confinement feeding operation structure proposed: Two new 2300 head deep pit swine finisher confinement buildings as part of an expansion to an existing swine confinement facility. Animal Unit Capacity of the Confinement Operation after Construction: 2640 animal units. (6600 head of swine finishers)

9:45 a.m.

Fairgrounds Discussion – Moving Dirt Request

10:00 a.m.

Joel Sikkema, Sioux County Engineer, Approve Five Year Plan, Approve Utility Agreements, General Matters

10:30 a.m.

Tom Kunstle, Sioux County Attorney, Approval of New County Attorney Staff, General Matters

Apr 18

Regular Board Meeting – County Board of Supervisors Room

- Approve Minutes Apr 4, 2023
- Committee Reports
- Approve Claims (Apr 5-Apr 18)

May 2

Regular Board Meeting – County Board of Supervisors Room

- Approve Minutes Apr 18, 2023
- Committee Reports
- Approve Claims (Apr 19-May 2)

9:00 a.m.

Beck Engineering Presentation, Mark Nyhoff, Cody Ege, Teresa Beck

May 16

Regular Board Meeting – County Board of Supervisors Room

- Approve Minutes May 2, 2023
- Committee Reports
- Approve Claims (May 3-May 16)

May 30

Regular Board Meeting – County Board of Supervisors Room

- Approve Minutes May 16, 2023
- Committee Reports
- Approve Claims (May 17-May 30)