

January 2019

Board of Commissioners Meeting

Tuesday, January 15, 2019 • 8:15 a.m. • Harrison County Development Commission

- I. Call to Order and Declare a Quorum (Levens, President)**
 - II. Agenda Adjustments**
 - III. Meeting Minutes**
 - December 18, 2018 – Exhibit A
 - IV. Guests / Comments**
 - V. Items Requiring**
 - Lease with Option to Purchase
 - Mike Holmes – Exhibit B
 - Keith Huber
 - Freeport Warehouse Exemption – Exhibit C
 - Ad Valorem Tax Exemption – Exhibit D
 - Protec Steel Industries
 - Freeport Warehouse Exemption – Exhibit E
 - Ad Valorem Tax Exemption – Exhibit F
 - South MS Procurement Center Letter of Commitment – Exhibit G
 - Advertisement for Bids-Intraplex 10, Phase IV – Package A – Exhibit H
 - Water/Sewer Rate Increase
- Finance (Sneed, Chairman)**
- Approve Financial Statements for December 2018



- Operations Financial Statements – Exhibit I,J,K,L,M,N
- Utilities Financial Statements – Exhibit O,P

- Approve Financial Claims for December 2018
 - Operation Claims Statements – Exhibit Q
 - Utilities Claims Statements – Exhibit R

VI. Committee Activities

- **Marketing & Industrial** (Castiglia, Chairman)
 - Team Reports – Exhibit S
- **The Innovation Center**
 - TIC Director's Report – Exhibit T
- **Administrative, Engineering & Maintenance** (Levens, Chairman)
 - Water & Sewer Update
 - Update on Lease Project

VII. Director's Report

VIII. Old/New Business

IX. Legal

X. Announcements / Notices

- **Next Board of Commission Meeting: February 12, 2019 @ 8:15 a.m.**
- **29th Annual State of the City, January 22**, Beau Rivage (Magnolia Ballroom), doors open 11:00 a.m.
- **MS Coast FTZ Annual Membership Meeting, January 30**, Phoenicia Gourmet



Restaurant (1223 Government St., Ocean Springs), 11:00 a.m.

- **Gulfport Connections featuring Bill Lavers, January 31**, Courtyard by Marriott Gulfport Beachfront, breakfast 7:30 a.m./program 8:00 a.m.
- **Gericare Event, January 28th and 29th** at the Beau Rivage Resort & Casino, 875 Beach Blvd, Biloxi, MS 39530

XI. Adjourn