



# Regular Meeting Agenda

## Baker County Library District

### Board of Directors

Tuesday, Jan 10, 2025, 12:00 – 1:00 pm  
Riverside Meeting Room, Baker County Public Library  
2400 Resort St, Baker City, Oregon

#### Remote access provided via Zoom

Phone: +1 669 900 9128      Meeting ID: 893 6905 7211      Passcode: 914748

**Kyra Rohner, President**

- I. [Call to Order](#)
- II. [Roll Call](#)
- III. [Consent agenda \(ACTION\)](#)
  - a. Additions/deletions from the agenda
  - b. Minutes of previous meeting
- IV. [Conflicts of interest](#)
- V. [Open forum for general public, comments & communications](#)

In the interests of time and to allow as many members of the public an opportunity to speak, the board asks guests to limit remarks to five (5) minutes if speaking on behalf of an individual, or ten (10) minutes if speaking on behalf of a group or organization.
- VI. [Old Business](#)
  - a. None
- VII. [New Business](#)
  - a. Resolution FY2024-25.04 – Plan of Action for Audit Division (**ACTION**)
  - b. Resolution FY2024-25.05 – Revised Weekly Work Schedule (**ACTION**)
  - c. Policy review – Video Security & Records (**ACTION**)
  - d. Discussion – Expiring Board Member Terms
- VIII. [Reports](#)
  - a. Library Director
  - b. Finance
- IX. [Next Meeting](#)
- X. [Adjournment](#)

The times of all agenda items except open forum are approximate and are subject to change. Other matters may be discussed as deemed appropriate by the Board. If necessary, Executive Session may be held in accordance with the following topics authorized by law.

ORS 192.660 (2) (d) Labor Negotiations

ORS 192.660 (2) (e, j) Property

ORS 192.660 (2) (h) Legal Rights

ORS 192.660 (2) (a, b, i) Personnel

ORS 192.660 (2) (n, o, p) Security

The BCLD Board of Directors meets on the 2nd Tuesday each month at 12.00pm in the Riverside Meeting Room at 2400 Resort Street, Baker City, Oregon. Sign language interpretation for the hearing impaired is available if at least 48 hours' notice is provided to the Library Director.