



## POWESHIEK COUNTY BOARD OF SUPERVISORS

302 E. Main St.  
Montezuma, IA 50171  
641-623-5723  
www.poweshiekiowa.gov

Jeff Tindle  
Jason Roudabush  
Jacki Bolen

### THE MEETING WILL BE HELD AT: Poweshiek County Courthouse Board of Supervisors Office

**Monday, September 8, 2025**

8:30 a.m. Call to order, Roll Call, Pledge of Allegiance & Approval of Agenda

- Consider for approval September 4, 2025, board minutes
- Consider for approval Resolution #2026-12, establishing an hourly compensation rate for court-appointed attorneys
- Consider for approval liquor license renewal for Kwik Trip, Inc. D/B/A Kwik Star #303, Brooklyn, IA

8:35 a.m. Matt Maschmann, Sheriff & Steve Kivi, Chief Deputy

- Union schedule MOU
- Sergeant position
- Building maintenance

9:30 a.m. Closed session pursuant to Iowa Code 21.5(1)(c)

- Act on: Closed session under Chapter 21.5, Section 1(c.) of the Code of Iowa, "to discuss with counsel matters presently in litigation where its disclosure would be likely to prejudice or disadvantage the position of the governmental body in that litigation, specifically the consideration and adoption of a resolution concerning the pending lawsuit with Hardin County and the approval of the settlement of that lawsuit and the entry of a Consent Decree with Hardin County."
  - Consider for approval Resolution #2026-13

Supervisors: Weekly boards/commissions update

Discuss agenda items for the next board meeting

Adjournment

**Public Comments** – *If not on the agenda, an opportunity will be granted to all citizens who wish to discuss their concerns with the Board of Supervisors. The Board will not take any action on the comments due to the requirements of the Open Meetings Law, but may do so in the future.*

**To be included on the agenda, requests must be submitted to the Auditor's Office by the following date/time for each respective meeting:**

- **Monday meetings by 4 pm on Thursday preceding the Monday meeting**
- **Thursday meetings by Noon on Tuesday preceding the Thursday meeting**