Black Canyon City Water Improvement District

P.O. Box 1007, Black Canyon City, AZ 85324 (623) 374-9408

Pursuant to A.R.S. §38-431.02, notice is hereby given to the members of the Board of the Black Canyon City Water Improvement District and to the General Public that the REGULAR BOARD MEETING, which is open to the public, will be held:

TUESDAY, APRIL 25, 2023

5:00-6:00 PM

Meeting Location:

BLACK CANYON CITY LIBRARY

34701 S. Old Black Canyon Hwy, Black Canyon City, AZ

The following topics and any variables thereto, will be subject to Board consideration, discussion, approval or other action. All items are set for possible action.

The Board may vote to go into executive session on any agenda item, pursuant to A.R.S. 38-431.03(A)(3) for legal advice with the District's attorney on matters as set forth in the agenda item.

Board Members or other participants may attend by telephonic conference.



AGENDA FOR THE BOARD MEETING IS AS FOLLOWS:

- 1) Call to Order and Roll Call
- 2) Reflection Time
- 3) Board Member Reports
- 4) Approval of 03/28/2023 Regular Board Meeting Minutes
- 5) Treasurer's Financial Report for Approval as of 03/31/2023
- 6) Operations Report for Approval as of 04/21/2023
- 7) Budget Committee Report and recommendation for 2023-2024
- 8) Schedule Public Budget/Rate Hearing
- 9) BJ#3 Well Update, Boundaries Update, ADEQ Permitting/Expiration
- 10) 2022 Consumer Confidence Report
- 11) Review and Possible Revision to 2022-12.27 WIFA Resolution
- 12) Call to the Public

Members of the General Public can address the Board and make comments, suggestions or complaints on the above matters or any other issue or matter of concern during public call. Those wishing to address the Board need not request permission in advance. Board action during Public Call is limited to individual members responding to criticism by the public, directing staff or a Board Member to study the matter, or placing the matter on a future Board meeting agenda.

Dated this 20th day of April 2023

David E. Moore, Sr.