

**CLAY COUNTY DEVELOPMENT AUTHORITY
REGULAR SCHEDULED PUBLIC MEETING
ORANGE PARK, FLORIDA
November 12, 2014**

AGENDA

**CHAIR
VICE-CHAIR
TREASURER
SECRETARY**

**CHIP DOBSON
REV. BILL RANDALL
MATT CARLTON
VIRGINIA HALL**

- | | |
|---|-----------------------|
| 1. Welcome/Call to Order 3:00 pm | Chip Dobson |
| 2. Roll Call | Josh Cockrell |
| 3. Invocation | Rev. Randall |
| 4. Approval of September 17, 2014 Minutes | Chip Dobson |
| 5. Action taken at Committee Meetings
DEVCOM Committee | Chip Dobson |
| 6. Comments from the Public | Chip Dobson |
| 7. Treasurer's Report | Matt Carlton |
| 8. Chair's Report
DEVCOM Committee Members
Guest Speakers: Elton Rivas & Paige Calvert, CoWork Jax | Chip Dobson |
| 9. Staff Report
Grant Updates
SWOT Analysis Workshop | IGS |
| 10. BLD Project Report | Greg Clary |
| 11. Attorney's Report | Grady Williams |
| 12. Economic Development Report | Bill Garrison |
| 13. Old Business/New Business/Board Comments
Adoption of Budget Resolutions
IGS Contract Extension | Chip Dobson |

14. Adjournment

Chip Dobson

Dates of Upcoming CCDA Meetings:

January 21, 2015 at 4:00pm

March 18, 2015 at 4:00pm

May 20, 2015 at 4:00pm

July 15, 2015 at 4:00pm

September 16, 2015 at 4:00pm

NOTE: Items 4, 5 and 7 through 14, above, are subject to discussion, consideration, and action by the Board of the Clay County Development Authority.

PUBLIC COMMENTS: Pursuant to F.S. s. 286.0114 (2013) [*and Clay County Development Authority policy*], speakers intending to offer public comment must complete a provided speaker's card, turn in the same to the recording secretary for the public meeting, and may address the Board when recognized by the Chair of the meeting with their public comments for a period of not more than three (3) minutes. The Chair of the meeting has the authority and discretion to make special provisions for a group or faction spokesperson. The Chair of the meeting has all requisite authority and discretion to maintain orderly conduct or proper decorum of the public meeting.