RUTH LAKE COMMUNITY SERVICES DISTRICT

The regular meeting of the Ruth Lake CSD Board of Directors will be held on

Tuesday, October 10, 2023 at 4:00PM at the RLCSD Community Hall

Located at 591 Van Duzen Road in Mad River 95552

- 1. a. Call to order
 - b. Flag Salute
- 2. Approval of the agenda for meeting of October 10, 2023
- 3. Approval of minutes for board meeting on September 12, 2023
- 4. Public Comment: Members of the public are invited to address the Board on any items <u>not</u> listed on the agenda below. No action or discussion will be conducted on matters presented at this time. When addressing the Board, please state your name for the record prior to providing your comments. Please address the Board as a whole through the Chair. Comments are limited to three minutes and must pertain to matters within the jurisdiction of the Board.
- 5. Supervisor's Report:
- 6. Correspondence:
 - a. National Lands Day September 23, 2023 Update
- 7. Update of District Projects:
 - a. Ruth Rec gate relocation
- 8. Items for Board Action and Investigation:
 - a. Consider/approve removing Danny Morgan from Lease 98A (discussion w/ possible action)
 - b. Consider/approve transfer of Lease 10E, Robert Doerr to Robert Reid Doerr and Shirley Anne Doerr Trust 1989, Restatement 2016 (discussion w/ possible action)
 - c. Discussion of Boat Lease Septic Issue, Policy 6225, Construction and Maintenance of Pit Privies (discussion w/ possible action)
 - d. Consider/approve 2024 Pay Schedule (discussion w/ possible action)
 - e. Consider/approve formation of Ad-Hoc Committee for STVFD (discussion w/ possible action)
 - f. Discussion of status of Old Ruth day use road (discussion w/ possible action)
- 9. Manager's Report and Update:
 - A. Financial-Recognize and acknowledge documents
 - B. Community Hall
 - C. Marina
 - D. Campground
 - E. Leases
 - F. Buffer Strip
- 10. New Matters for Board Consideration:
- 11. Closed Session:
 - a. Conference with Legal Counsel Existing Litigation (Section 54956.9 (b))
- 12. Adjournment