## **1093 RAILS TO TRAILS LOCAL GOVERNMENT CORPORATION**

Board of Directors Regular Meeting

## **January 9, 2023 at 4:00 PM** 6810 Guyler Street, Wallis, Texas 77485

## via ZOOM: https://us06web.zoom.us/j/87338033358? pwd=Q2ZhdU1wb2RTdHZzeWIzdWNhSE5QUT09 Dial by your location: 877 853 5247 US Toll-free; 888 788 0099 US Toll-free Meeting ID: 873 3803 3358/Passcode: 431361

- **1.** Call to order.
- **2.** Roll Call and Certification of a Quorum.
- **3.** PUBLIC COMMENTS: Communication from the public is limited to the first eight registrants limited to three minutes in accordance with the Open Meetings Act, 1093 RTT LGC Board may <u>not</u> discuss or action any item that has not been posted on the agenda.
- **4.** CONSENT AGENDA: This portion of the agenda consists of items considers to be routine and will be enacted by one motion unless separate discussion is requested by a Board Member. MINUTES: December 5, 2022 Regular Meeting
- **5.** NATIONAL PARKS SERVICE GRANT Discuss NPS Community Engagement Planning and Contacts.
- LEGAL ACTIVITIESE AGREEMENT WITH FORT BEND TOLL ROAD AUTHORITY

   a. Discuss FBTRA Lease Agreement, if final draft available for review before next FBTRA
   Meeting, to be confirmed for January 19, 2023

   b. Request copy of the 1093 Rails-to-Trails Access Agreement from FBTRA.
- 7. TRAIL INTERFACES & COORDINATION Discuss and possible actions on TxDOT crossings, Texas Heritage Rail Trail & Attwater Prairie Chicken NWR trail systems.
- 8. BUDGET PLANNING, GRANTS & FUND RAISING Discuss items to consider for the 1093 RTT LGC Budget development.
- **9.** FUTURE AGENDA ITEMS Request for future agenda items

## 10. ADJOURN

I certify that a copy of this Agenda of items to be considered by the Board of Directors of the 1093 Rails to Trails Local Government Corporation was posted on the public bulletin board and on the website at least seventy-two (72) hours before the scheduled time of meeting.

 Posted:
 \_\_\_\_\_\_\_AM/PM, on the \_\_\_\_\_\_day of \_\_\_\_\_\_, 2022.

, Board Liaison