



Oconee County
REAL ESTATE, FACILITIES &
LAND MANAGEMENT MEETING

AMENDED AGENDA

February 13, 2018

5:30 p.m.

[meeting will either immediately precede or follow the Budget, Finance & Administration Committee meeting, which is also scheduled at 5:30 pm].

Oconee County Administrative Offices

County Council Chambers

415 S. Pine Street, Walhalla, SC

1. Call to Order
2. Approval of Minutes:
 - November 14, 2017
3. Development of Priorities for Inclusion of Strategic Plan
4. Discussion Items *[to include Vote and/or Action on matter brought up for discussion, if required]*
 - **FARM Center Update – Stanley Gibson**
 - Discussion and approval to recommend the purchase of property bordering the Oconee County Airport per FAA guidance
 - Discussion regarding possible shared facility for Westminster Magistrate's Office and City Hall
 - Discussion regarding land donation request in Foxwood Hills for potential Sheriff's Office Substation and Helicopter Landing Zone
5. Other Business *[to include Vote and/or Action on matter brought up for discussion, if required]*
6. Adjourn

There will not be a scheduled opportunity for public to comment at this meeting.
Council members will discuss recommendations from the Administrator at this meeting.

If time permits at the end of the meeting *[and at the Committee Chair's discretion]* the Committee may take agenda related questions from the public.

[This agenda is not inclusive of all issues which the Committee may bring up for discussion at this meeting.]

Assisted Listening Devices [ALD] are available to accommodate the special needs of citizens attending meetings held in Council Chambers.

ALD requests should be made to the Clerk to Council at least 30 minutes prior to the meeting start time.

Oconee County Council & Committee meeting schedules and agendas are posted at the Oconee County Administration Building and are available on the County Council Website www.oconeesc.com/council.html
[All upcoming meetings will be held in Council Chambers unless otherwise noted]