



# **MIKE BRADDOCK**

## **COUNTY JUDGE, LYNN COUNTY**

September 16, 2025

The Lynn County Commissioner's Court will meet in regular session on **Monday September 22, 2025 at 9:30 a.m. at 1501 South 1<sup>st</sup> Street**

### **INVOCATION AND PLEDGE**

1. Call meeting to order
2. Public Comments pertaining to agenda item
3. Representative from Tienert Construction here to discuss roads
4. Discuss and act upon purchase of Honor Guard Uniforms for LCHD EMS
5. Consider and take action on the Indigent Defense Contract for District Court FY 2026
6. Discuss and act upon Contract with LGS Software for JP Pct. 1
7. Discuss and act upon Contract with LGS Software for JP Pct. 4
8. Consider and act upon Budget Amendments
9. Approve County Finance Reports
10. Approve Bonds
11. Sheriff's Office to give report
12. Approve and pay claims and payroll against the County
13. **BUDGET WORK SESSION**
14. Discuss any other items pertaining to County Business for information purposes only, no action may be taken on these items except to schedule them for future agenda.
15. Adjourn or recess meeting

### **NOTICE**

The Commissioners Court reserves the right to adjourn into executive session at any time during the course of this meeting to discuss any of the matters, including but not limited to any of the matters listed above, as they may relate to Texas Government as authorized by Texas Government Code Section 551.071(1) (Consultation with Attorney), 551.071(2) (Consultation with Attorney when Attorney's obligations under the Texas Disciplinary Rules of Professional Conduct of the State Bar of Texas conflicts with Chapter 551 of the Texas Government Code 551.072 (Deliberations about Real Property), 551.073 (Deliberations about Gifts and Donations), 551.074 (Personnel Matters), 551.076 (Deliberations about Security Devices), and 551.086 (Economic Development).

AT 4:28 <sup>FILED</sup> <sub>P</sub> M O'CLOCK

**SEP 16 2025**

KAREN RENDON, COUNTY CLERK

*Karen Rendon*

*Mike Braddock*  
Mike Braddock,  
Lynn County Judge