Klamath Project Drought Response Agency SPECIAL MEETING AGENDA April 23, 2020 10:00 am MEETING BY PHONE AND VIDEO CONFERENCE ONLY DUE TO COVID-19 GOVERNOR'S ORDER Zoom Meeting Info for Online/App Participants

Join Zoom Meeting

https://us02web.zoom.us/j/85825906043?pwd=YUtrcG5KdFpKMjFYc1BiU1I4WjBHUT09

Meeting ID: 858 2590 6043 Password: 087289 **Meeting Info for Phone Participants** +1 301 715 8592 US +1 253 215 8782 US Meeting ID: 858 2590 6043

Find your local number: https://us02web.zoom.us/u/kdOVp4upqU

## Call to Order:

- 1. Roll Call of Directors
- 2. Discussion regarding concern regarding participation in programs

a. Consideration of concern regarding Date restrictions on participation in programs, particularly November 1 v. November 30.

b. Consideration regarding public notice to increase participation, DRA position regarding likely payment amount, and other similar items

c. Other discussion regarding program concerns and relevant action

- 3. Discussion regarding status of BOR Contract,
  - a. Consideration of action to expedite

b. Consideration of Designation of representative(s) to approve proposals to "make water available" under the Contract

- i. Consideration of particular proposals to make water available
  - A. Flushing Flows
  - B. Other

4. Set Next Meeting(s)

5. Other business to come before the Board

6. Public Comment: This is the time for any member of the public to address the Board of Directors on any matter not on the agenda that is within the subject matter jurisdiction of the Agency. Comments shall be limited to five minutes per person, or such other time limit as may be imposed by the Chairman of the Board, in order to enable the Board to complete the remainder of the agenda within a reasonable period of time.

7. Next Steps

Adjourn to next regular meeting of the Board of Directors Klamath Project Drought Response Agency

Should you need accommodation due to a disability to attend this meeting, please contact Nathan Ratliff via email, <u>nathan@parksandratliff.com</u>