



**WORKSESSION AGENDA
MARSHALL COUNTY COMMISSION
424 BLOUNT AVE
GUNTERSVILLE AL 35976
April 9, 2026 9:00 AM**



	Roll Call: Invocation: Pledge of Allegiance:
	Awards and Presentations: Speaker:
Consent Agenda	Approve Minutes: March 25, 2026 Claims: March 24, 2026 – April 7, 2026
	ANNOUNCEMENTS:
	NEW BUSINESS:
1.	Report update from Martin & Cobey Construction on new Jail addition
2.	Discuss approval of Proclamation declaring April 12-18, 2026 as Alabama Extension Week
3.	Maintenance – Discuss approval to purchase software from MaintainX; \$4,680 yearly
4.	Discuss approval of board appointment for the Marshall County Health Care Authority; District Four appointment
5.	Discuss approval of board appointment for the Marshall-Jackson 310 Agency
6.	Discuss approval of board appointment for the Marshall-Jackson 310 Agency
7.	Engineering – Announce estimated start date of the Roof Replacement at the Marshall County Courthouse located in Guntersville
8.	Engineering – Discuss approval to award Bid #35-25 for the Publishing List of Qualified Voters for 2026
9.	Engineering – Discuss approval of payment to Alabama Department of Transportation (ALDOT) for Special Work Authorization (SWA) to bring account balance back up to \$2,000 in accordance with ALDOT guidelines; \$838.04 from Countywide
10.	Engineering – Review and select qualified organization(s) to provide Professional Engineering, Mechanical, Electrical and Plumbing Consulting, and/or Architectural Services
11.	Discuss approval of requesting that the Marshall County Personnel Board create the position of Deputy County Administrator and to approve Charman working with personnel in creating job description for the newly created position. No less than 4-year accounting degree and 3-5 accounting experience required

12.	Discuss approval to fund merit raises for all part time employees. Increase, not to exceed \$2,800 total, will be paid out of district budgets and general fund fund balance, as applicable based on where the employees are normally paid
	<i>OLD BUSINESS:</i>
1.	