

**BUNCHES BEND PROTECTION DISTRICT**

**AGENDA FOR  
A MEETING OF THE BOARD OF COMMISSIONERS OF THE  
BUNCHES BEND PROTECTION DISTRICT  
FRIDAY, MAY 2, 2014  
ELEVEN O'CLOCK A.M.**

**EAST CARROLL PARISH COURTHOUSE  
EAST CARROLL POLICE JURY MEETING ROOM, 2<sup>ND</sup> FLOOR  
400 FIRST STREET  
LAKE PROVIDENCE, LOUISIANA 71254**

**NOTICE IS HEREBY GIVEN** that a meeting of the Board of Commissioners of the Bunches Bend Protection District (the "*District*") will be held on Friday, **May 2, 2014, Eleven O'Clock a.m.**, in the East Carroll Parish Courthouse, East Carroll Police Jury Meeting Room, 2<sup>nd</sup> Floor, at 400 First Street, Lake Providence, Louisiana, 71254. The agenda for the meeting and the items to be discussed are as follows:

1. Call to order;
2. Roll call;
3. Approval of the minutes of the March 21, 2014, meeting of the District;
4. Financial Report;
5. Levee Maintenance Bid;
6. Ethics issues;
7. Public Comment Period;
8. Consideration of the following Resolution:

A RESOLUTION AUTHORIZING THE LEVY AND COLLECTION OF AN AD VALOREM TAX OF THREE HUNDRED ELEVEN MILLS AND AN ANNUAL TAX TO BE IMPOSED ON A PER ACRE BASIS ON LAND WITHIN THE BOUNDARIES OF THE BUNCHES BEND PROTECTION DISTRICT (THE "DISTRICT") IN THE AMOUNT OF TWENTY-SIX DOLLARS PER ACRE LEVIED ON CROPLAND AS DEFINED BY THE FARM SERVICE AGENCY OF THE UNITED STATES DEPARTMENT OF AGRICULTURE AND TWO DOLLARS PER ACRE ON ALL OTHER LAND WITHIN THE BOUNDARIES OF THE DISTRICT AS AUTHORIZED BY ACT NO. 570 OF THE LOUISIANA LEGISLATURE, REGULAR SESSION OF 2012 AND OTHER CONSTITUTIONAL AND STATUTORY AUTHORITY AS APPLICABLE TO BE DEDICATED AND USED FOR ALL LAWFUL PURPOSES BY THE DISTRICT INCLUDING BUT NOT LIMITED TO FUNDING FOR THE REPAIR, IMPROVEMENT AND MAINTENANCE OF THE WILSON POINT LEVEE SYSTEM IN THE BUNCHES BEND AREA; AND OTHERWISE PROVIDING WITH RESPECT THERETO.

9. Adopt the 2014 millage rates;
10. Adopt other authorized millages or taxes;
11. Transaction of such other business as may properly come before the Board;
12. Adjourn.