



## **COOP-COG MANAGEMENT TEAM (CCMT)**

**DATE: September 9, 2020      TIME: 10:00 AM**

*Meeting is originating from the Story County Administration Building Nevada, Iowa  
**Public Access Provided Via Zoom and Phone Call-in Option***

***SPECIAL NOTE TO THE PUBLIC:*** *Due to recommendations to limit gatherings to no more than ten (10) people in order to help slow the spread of the COVID-19 virus, public access to the meeting will be provided via Zoom. You may connect with your computer or phone.*

**Link:** <https://zoom.us/j/91054924408>

**Meeting ID: 910 5492 4408**

**OR**

**Phone #: US: +1 312 626 6799 OR +1 346 248 7799**

*We ask that you mute your phone if possible.*

*Audio recordings of all CCMT meetings conducted in open session will be posted on our website [www.storycountyiaowa.gov](http://www.storycountyiaowa.gov) shortly after the meeting is concluded. You may access these recordings at any time by clicking on the Meetings and Agendas button on the home page.*

### **Tentative Agenda**

1. Call to Order
2. Statement explaining why a meeting in person is impossible or impractical, per Code Section 21.8.1
3. Approval of Agenda **(The CCMT Meeting may go into Closed Session to discuss portions of the Continuity of Operations Plan/Continuity of Government (COOP/COG) Plan and ongoing activation of said plan which is considered confidential under Iowa Code 21.5(K))**
4. Status Updates
  - a. CCMT Coordinator
  - b. Reconstitution Manager
  - c. Building Committees
  - d. Test Iowa Update
5. Update on Benchmarks
6. Elected Officials/Department Heads Updates
7. Identify Additional Questions/Challenges
8. Recommendations to Board of Supervisors (if any)
9. Next Meeting
10. Adjournment

Story County strives to ensure that its programs and activities do not discriminate on the basis of race, color, national origin, sex, age or disability. Persons requiring assistance, auditory aids or services, or accommodation because of a disability may contact the county's ADA coordinator at (515) 382-7204.