

VII. ADJOURNMENT IN MEMORY

The motion to adjourn a Commissioners Court meeting may be made in memory of one or more recently deceased community leaders, County employees or other distinguished persons. At the end of each meeting, the County Judge will ask if any County Commissioner wishes the meeting adjourned in memory of such a person, and provide a brief description of that person's contribution to the County and/or Community. Recommendations for an adjournment in Memory may be made through the County Judge or a County Commissioner. The member of the Commissioners Court making the motion may thereafter, if desired, send a letter to the family of the deceased informing them of the Commissioners Court action.

- VIII. These Policies and Procedures at Meetings of the Nueces County Commissioners Court shall be effective immediately upon adoption by the Court and shall remain in full force and effect until amended or repealed by a majority vote of the Commissioners Court.

Part 4: **ADDITIONAL POLICIES REGARDING THE COMMISSIONERS COURT**

I. Financial

a. **Funding Requests:** Individual members of the Commissioners Court who seek funding on behalf of the County shall disclose in writing to the funding entity ~~whether or not~~ they are requesting funding pursuant to an Order of the Commissioners Court.

b. Members of the Court shall abstain from voting on agenda items relating to a campaign donor, PAC, foundation or direct family member of the person or item being voted on with contributions to the individual member of the Court in the aggregate amount more than \$5,000 or more throughout their tenure on the Court (current term), and up to the same amount in the previous election cycle. If a member violates this their vote shall not count in the final tally.

c. Members of the Court and Court staff must fully disclose to the Commissioners Court and the public all travel taken by them related to county business and who paid for it (county travel budget or outside travel source in the county or outside of