

SWEET GRASS COUNTY BOARD OF COMMISSIONERS

Commissioners:

Melanie Roe (District 1)
Bill Wallace (District 2)
JV Moody, Chairman (District 3)



PO BOX 888
BIG TIMBER, MT 59011
phone: 406-932-5152
fax: 406-932-3026

email: commissioners@sgcountymt.gov
website: www.sweetgrasscountygov.com

SCHEDULED AGENDA

November 10 - 14, 2025

Board of Sweet Grass County Commissioners Meetings
Commissioners' Board Room
Annex Building – 115 W. 5th Ave., Big Timber, Montana

Monday, November 10, 2025

5:00 pm Conservation District Meeting*

Tuesday, November 11, 2025

HOLIDAY – OFFICES CLOSED

Wednesday, November 12, 2025

9:00 am Stillwater-Sibanye Tabletop Exercise*
12:00 pm Custer-Gallatin Working Group Meeting*

Thursday, November 13, 2025

9:30 am – 10:00 am Agenda & Claims – R
10:00 am – 11:00 am Canvass of the Big Timber City Election – R

Friday, November 14, 2025

OTHER UPCOMING MEETINGS

November 17, 2025 @ 4:00 pm	PMC Finance Meeting
November 18, 2025 @ 9:00 am	Senior Center Meeting
November 19, 2025 @ 5:00 pm	PMC Board Meeting
November 20, 2025 @ 9:00 am	Beartooth RC&D MOU Presentation

*Meeting is not a Board of County Commissioners' meeting, but a Commissioner may be in attendance.

R – Meeting will be recorded and the audio file will be posted to the County website within 5 days.

The Board of County Commissioners meet in regular session each week Monday – Friday between the hours of 8:00 AM and 5:00 PM. There may be issues discussed during the meeting which may not be listed on the agenda. If a decision is required on items of significant interest, it will be scheduled for another date/time and posted. Public comment will be accepted pursuant to **MCA 2-3-103**. This schedule is subject to change without notice. If you have any questions about the schedule, or if you would like to add an item to the agenda, please call 406-932-5152. As per **MCA 2-3-203(3)**, the Presiding Officer of any meeting may close the meeting during the time discussion relates to a matter of individual privacy or legal interest.