

**NOTICE OF MEETING**

COMMISSIONERS COURT OF UPSHUR COUNTY, TEXAS

FRIDAY, FEBRUARY 13, 2026, 10:00 AM, REGULAR SESSION

UPSHUR COUNTY COURTHOUSE, 150 E. JEFFERSON ST., GILMER, TEXAS

**AGENDA**

1. Invocation and Pledges.
2. Citizens comments.
3. Consider and take action on approval of:
  - A. The minutes of previous meetings;
  - B. Payroll changes;
  - C. Payroll;
  - D. Budget amendments;
  - E. Accounts payable;
  - F. Auditor reports; Treasurer reports; Bonds; Oaths; Deputations; Certificates; State and County Taxes Summary; refund of overpayment or erroneous tax payments in excess of \$2500.00; Directive No. 12, In Re: County Operations on January 27, 2026 due to winter storm FERN; and, Applications for use of Upshur County roads and rights-of-way and permit requests.
4. Hear any updates and discuss and take necessary action concerning the Round XII Courthouse Grant Renovation.
5. Discuss and take action to approve the updated County Travel Policy.
6. Hear from the Road & Bridge Administrator with an update of the County roads in each precinct.
7. The Court will/may go into CLOSED SESSION under Texas Open Meetings Act, Texas Government Code, Chapter 551 as indicated:

**A,B  
A,B  
C**

Section 551.071 (consultation with attorney(s));

Section 551.072 (deliberation regarding real property);

Section 551.0725 (deliberation and discussion of contracts being negotiated);

Section 551.073 (deliberation about gifts and donations);

Section 551.074 and 551.0745 (personnel matters);

Section 551.076 (deliberation about security audits or security devices).

TO WIT:

- A. Consideration of the Round XII Project administration in reference to the Courthouse Renovation.
- B. Consideration of Round XII Renovation Funding and ARPA Grant requirements consistent therewith.
- C. Consideration of the status PULSE Direct Care.
8. The Court will re-convene into open session and take any action necessary as a result of Executive Session.
9. Adjourn.

  
Todd Tefteller,  
Upshur County Judge

2-9-2026  
at 4:53 P.M.