

BURNET COUNTY COMMISSIONERS COURT ORDER AUTHORIZING BURNET
COUNTY COMMISSIONER _____ TO PERFORM ACTIONS ON
BEHALF OF THE BURNET COUNTY COMMISSIONERS COURT DUE TO THE
VACANCY OF THE COUNTY JUDGE DUE TO THE RESIGNATION OF JAMES OAKLEY

On December 18, 2024 Burnet County Judge James Oakley submitted a letter of resignation effective January 2, 2025. The Burnet County Commissioners Court is comprised of five members. Its functions are not limited by the vacancy of one member. The presence of three members continues to constitute a quorum. A majority vote of the members of the Court continues to comprise the approval of an action item voted upon by the Court on any agenda matter that has been publicly posted. The business of the citizens of Burnet County continues unimpeded by the vacancy of one member of the Court. The County Judge leads public meetings of the Court, oversees day-to-day operations of the Court, and signs documents on behalf of the county regarding matters voted upon in public. The daily operations of the Court includes, but is not limited to, the supervision of various county departments that report to the Burnet County Commissioners Court. Until a County Judge is appointed by the Burnet County Commissioners Court, or is resolved or upon further action taken by the Burnet County Commissioners Court, it is hereby ORDERED that Commissioner _____ shall lead all public meetings of the Burnet County Commissioners Court. Commissioner _____ is given authority to sign documents on behalf of the county on matters voted upon in public previously and/or into the future. Commissioner _____ is given authority to oversee the day-to-day management of the Court. This action by the Burnet County Commissioners Court does not designate an interim County Judge. All remaining members of the Court continue their duties as an elected Burnet County Commissioner.

SIGNED ON THIS THE 3RD DAY OF JANUARY, 2025.

Commissioner Jim Luther

Commissioner Damon Bierle

Commissioner Chad Collier

Commissioner Joe Don Dockery