



Howard County Council

George Howard Building
3430 Court House Drive
Ellicott City, Maryland 21043-4392

COUNCILMEMBERS

Opel Jones, Chair
District 2
Christiana Rigby, Vice Chair
District 3
Liz Walsh
District 1
Deb Jung
District 4
David Yungmann
District 5

Agenda

Special Meeting
Monday, June 1, 2026
George Howard Building, Banneker Room
Hybrid Meeting (Virtual and In-Person Meeting)
Video Streamed at cc.howardcountymd.gov/watch-us
6:00 p.m.

1. Motion in Open Session to close meeting in accordance with Section 3-305(b)(1) and (7).
2. Hold closed session (Council will move to Council's Large Conference Room)
3. Announce conclusion of closed session

MEETING NOTICE

Closed Session
Tuesday, June 1, 2026
George Howard Building, Banneker Room
6:00 p.m.

The County Council will hold a special meeting on Tuesday, June 1, 2026, at 6:00 p.m. for the purpose of voting to determine if there is a need to meet in closed session regarding a personnel matter and to obtain legal advice from legal counsel.

The Council will first convene in open session at 6:00 p.m. The Howard County Council may meet in a closed session on June 1, 2026, under Maryland Code, General Provisions, Section 3-305(b)(1) and (7) to discuss the appointment, employment, assignment, promotion, discipline, demotion, compensation, removal, resignation, or performance evaluation of appointees, employees, or officials over whom the County Council has jurisdiction; or any other personnel matter that affects one or more specific individuals; and to consult with counsel to obtain legal advice on a legal matter. The topics are performance, discipline, and removal of one or more Board Members and legal advice from counsel regarding that personnel matter. The closed session, if determined necessary by the Council, will then be held in the Council's Large Conference Room immediately following the open session.

Persons needing accommodations to fully participate in the meeting, please contact the Council Office, 410-313-2001 or email CouncilADA@howardcountymd.gov