

OKLAHOMA COUNTY

*Oklahoma County Office Building
320 Robert S Kerr Ave,
Oklahoma City, OK 73102*



Public Buildings Authority Meeting Minutes

Wednesday, January 21, 2026

9:05 AM

*Brian Maughan - Chair
Jason Lowe - Trustee
Myles Davidson - Trustee*

<https://www.youtube.com/@oklahomacounty4775>

*Recorded in the
Oklahoma County Clerk's Office*

Call To Order

Roll Call

Present: 3 - County Commissioner Brian Maughan, County Commissioner Myles Davidson and District 1 - First Deputy Joe Blough

Notice of the meeting was properly posted on January 20, 2026.

For purposes of this agenda “Action” means any of the following: amending, approving, approving as amended, deferring, denying, giving instructions to staff, making a recommendation to another public body, receiving documents or presentations, referring to committee, reconsidering, re-opening, returning, or striking the item.

Approval of Minutes

1. Discussion and possible action regarding the minutes of the meeting of January 14, 2026 prepared by the County Clerk as authorized by statute (19 O.S. §243, 244, and 445) subject to additions or corrections by the Public Buildings Authority.

Davidson moved, Blough seconded, to approve. The motion carried by the following vote:

Aye: 3 - Maughan, Davidson and Blough

Recurring Items

2. Discussion and possible action regarding all claims; list is attached and available for inspection in the Office of the County Clerk, Room 203. Item requested by the Accounts Payable Department, Office of the County Clerk.

Davidson moved, Blough seconded, to approve. The motion carried by the following vote:

Aye: 3 - Maughan, Davidson and Blough

No Citizen Participation

Board Comments

No New Business

Adjourn

Davidson moved, Blough seconded, to adjourn at 10:08 a.m. The motion carried by the following vote:

Aye: 3 - Maughan, Davidson and Blough

PUBLIC BUILDINGS AUTHORITY
OKLAHOMA COUNTY, OKLAHOMA

Bruce Maughan

Chair or Vice-Chair

ATTEST:

Maressa Treat



Maressa Treat,
County Clerk and Secretary to the Board