ATASCOSA COUNTY JUDGES REPORT

Bits and Bobs: We are still working on the new JP3 project and the truck weigh station. I will know more Thursday, but we are not moving very fast on them.

Animal Control, under Chief Henry Dominguez is doing very well. As with any department we have bobbles and there have been some. But, I have confidence in Chief Dominguez to learn and work through any challenges that come our way. Any organization dealing with something as emotional as dogs, cats and their adoptions and disposition will have critics. I think we are doing well for barely being a year old.

Captain Martin Gonzales (Jail Superintendent) has taken over the Atascosa Historical Commission and is doing a fine job. He was at the dog show at the Gillespie Leming County Annex with his family helping with the project and it resulted in a nice contribution to the Historical Commission.

I am so grateful to the Juvenile Board for supporting transitioning the Juvenile Detention Center to oversight by Commissioners' Court. We have spent many hours reviewing the law, the statutes and reasoning the best structure for it. We will continue the planning for a treatment pod in the Center. We will also be considering the possibility of bringing in area counties into ownership and cost sharing, thereby creating a regional Juvenile Detention Organization. This has yet to be accomplished, but I will be working hard on it. Conceptually, it could be a home run making the whole process more affordable for all and insuring that it can be kept open for decades to come. It is worth the effort to try. Thanks go from me to District Judge Lynn Ellison, District Judge Russell Wilson and County Court At Law Judge Bob Brendel for their diligence and hard work.

I also give thanks to God, for anything I have been able to achieve is from Him. By myself I can do nothing.

Quote: "Life is like riding a bicycle. To keep your balance you must keep moving." Albert Einstein.

Thanks for listening.

We want you to be proud of your County Government.