

**PUBLIC NOTICE
REGARDING
September 25, 2026, 8:00 a.m. Meeting of
The Audit Committee
Of the Great Lakes Water Authority (GLWA) Board of Directors**

PLEASE TAKE NOTICE: The Audit Committee is an advisory subcommittee of the GLWA Board of Directors.

The meeting of the GLWA Audit Committee scheduled for September 25, 2026, at 8:00 a.m. will be held via Zoom and its telephonic capabilities. Members of the public who wish to attend this meeting can do so in the following manner:

Join Zoom Meeting Here:

<https://glwater.zoom.us/j/87199937802?pwd=NarJBXP610EHrtZk2W440LwfoKSJCJ.1>

Public Call-In Numbers:

888 788 0099 US Toll-Free; or

877 853 5247 US Toll-Free

Meeting ID: 871 9993 7802

Passcode: 626432

Members of the public may offer public comment in the following manner:

By Zoom videoconferencing: Members of the public who wish to use Zoom videoconferencing to attend the meeting and/or offer public comment may utilize the following link to attend:

<https://glwater.zoom.us/j/87199937802?pwd=NarJBXP610EHrtZk2W440LwfoKSJCJ.1>

During the portions of the meeting designated for public participation, may “raise their hand” by using that feature within the software program.

By Telephone: Members of the public who wish to attend the meeting and/or offer public comment by telephone should call in at the number indicated above, press ***9** on their keypad to “**raise their hand for public comment.**” During other portions of the meeting, members of the public are asked to mute their line by pressing ***6** on their keypad **to mute or unmute** their line.

By E-Mail: Members of the public may provide written comments to the Committee by emailing those comments to CEO@glwater.org on or before 3:00 p.m. on Thursday, September 24, 2026 and should reference “September 25, 2026 Audit Committee” in the subject line of the e-mail.

If a member of the public requires accommodation due to a disability, please contact CEO@glwater.org or (844) 455-GLWA (4592) not less than 72 hours prior to the date of the meeting.