

AGENDA
BOROUGH OF NEW MILFORD
7:00 PM WORK SESSION
Monday, October 17, 2016

WORK SESSION:

Mayor Subrizi reads the Open Public Meeting and Mission Statements.

Councilwoman Thea Sirocchi-Hurley
Councilman Dominic Colucci
Councilwoman Hedy Grant
Council President Diego Robalino
Councilman Gerard IX
Councilman Al Alonso
Mayor Ann Subrizi

CLOSED SESSION:

1. Personnel – Senior Center
2. Review of Closed Session Minutes

OPEN SESSION:

1. Police Department Table of Organization (Mayor)
2. Clerk of the Works (Administrator)
3. Bergenfield Subdivision (Administrator)
4. Welcome Sign Location (Administrator)
5. No-Parking Proposal – Ray Woods Lane (Administrator)
6. Sign Ordinance (Grant)
7. Main Street Blue Line/Dedication (Colucci)
8. Administrator's Report

RESOLUTIONS:

- 2016:244 Closed Session
2016:245 Payment of Bills and Vouchers
2016:246 Approve Social Affair Permit – Armenian American Support and Educational Center
– November 12, 3016
2016:247 Approve Raffle License 2016:23 – Off-Premise Merchandise – NM/Teaneck Elks
2016:248 Authorize Capital Alternatives to prepare and submit Community Development
Block Grant application – Faller Drive Road Resurfacing
2016:249 Endorse Community Development Block Grant application – Faller Drive Road
Resurfacing
2016:250 Approve Mayor and Council 2017 Meeting Dates
2016:251 Approve 2017 Holidays
2016:252 Authorize Cancellation of Completed County ADA Ramp Project Grants Receivables
and Close Capital Improvement Authorizations
2016:253 Approve Assessor's Adjustment – 545 Ryeside Avenue
2016:254 Authorize the Issuance of Requests for Qualifications for 2017 Professional Services
2016:255 Affirm Appointment of Assistant Recreation Director – Maura Henyecz

2016:256 Authorize Boswell Engineering to Provide Construction Engineering and Inspection Services for the New Milford Police Department Building

COMMENTS FROM THE PUBLIC

Individual public comment will be limited to five minutes per person as per the Mayor and Council Bylaws.

VOTE ON RESOLUTIONS

ADJOURNMENT

AGENDA SUBJECT TO CHANGE