

Beaver Borough Council Meeting

Agenda – August 13, 2024

- Call to Order
- Pledge of Allegiance
- Roll Call
- Action to approve the July 9, 2024 Council Meeting Minutes and July 23, 2024 Work Session Minutes
- Treasurer's Report
- Review invoices and authorization to pay bills
- Public participation

Council Committees:

- Finance
- General Government
- Highways
- Public Safety / Code Enforcement
- Recreation

Reports:

- Manager/Secretary
- Mayor Hamilton
- President's Report
- Police Chief Madgar
- Fire Department
- Emergency Management Coordinator
- Engineer
- Solicitor

Motions:

1. Advertisement of Grease Trap Ordinance
2. Advertisement of Rules and Regulations for Disruptive Conduct at Residential Rental Properties Ordinance
3. MOU Between the United States Postal Inspection Service and the Beaver Borough Police Department
4. Civil Service Promotional Testing and Corporal Position
5. 2025 Minimum Obligation (MMO) for Police and Municipal Employees
6. PennDot Reimbursement and Maintenance Agreement

Adjournment

5. 2025 Minimum Obligation (MMO) for Police and Municipal Employees

I move that Beaver Borough Council approve the attached Resolution 2024-02 relating to the 2025 Financial Requirement and Minimum Municipal Obligation (MMO) for Police and Municipal employees.

Motion by: Amy Stettler **Second:** _____
 Passed Failed Roll Call Vote

6. PennDot Reimbursement and Maintenance Agreement

I move that Beaver Borough Council enter into a reimbursement and maintenance agreement with PennDot to install new ADA pedestrian ramps along Market Street from Turnpike Street to Sixth Street. The Borough's portion is estimated to be \$32,874.00 for the project and will be taken from the Borough's Liquid Fuels Tax allocation. The exact figure will be identified when the project bid is awarded. In accordance with this agreement, I move that Resolution 2024-03 be approved to authorize Borough Manager, Dan Madgar as authorized signer of the agreement.

Motion by: Michael Deelo **Second:** _____
 Passed Failed Roll Call Vote