## AGENDA MAYOR & BOROUGH COUNCIL BOROUGH OF SPRING LAKE DECEMBER 20, 2016

Agenda items are subject to change. If you have any questions regarding an agenda item please contact the Borough Clerk at 732-449-0800 Ext. 620

## 1. Call to Order

- a. Meeting opened by the Mayor at **7:00 PM** with a moment of silent prayer and the Pledge of Allegiance to the Flag.
- b. Mayor announces that adequate notice of the meeting has been published and posted per Chapter 231 P.L. 1975.
- c. Roll Call for Attendance
- 2. Workshop Discussion
- 3. Approval of Minutes December 6
- 4. Proclamations, Presentations & Special Guests
- 5. Public Comments
- 6. Council Comments & Staff Reports
- 7. Business Items Under Consideration
  - a. Fire Chief Nomination Jack Gramlich
  - b. Oath of Office Jack Gramlich
  - c. Fire Senior Deputy Chief Nomination Dennis Brown
  - d. Oath of Office Dennis Brown
  - e. Fire Deputy Chief Donald Brahn, Jr.
  - f. Oath of Office Donald Brahn, Jr.
  - g. Event Application JSRC Jersey Shore Relay April 22, 2017
  - h. Event Application JSRC Lake Como 5K April 29, 2017
- 8. Ordinance for Introduction
- 9. Ordinances for Adoption

<u>Ordinance No. 2016-008</u> - AN ORDINANCE AMENDING AND SUPPLEMENTING CHAPTER 225, LAND DEVELOPMENT SECTION 25 "SIGNS AND AWNINGS" OF THE CODE OF THE BOROUGH

## 10. Consent Agenda

- R-16-201 Authorizing Execution of Agreement Joint Purchasing Agreement
- R-16-202 Cancelling Checks from Court Accounts Totaling \$388.00
- R-16-203 Authorizing Agreement with the Borough of Belmar Drainage Pipe Easement
- R-16-204 Agreement with Ocean First Bank Developer Escrow & Developer Disbursement Account

## 11. Resolutions

- R-16-205 Amending the Personnel Policies & Procedures Manual
- R-16-206 Refunding Performance Guarantee Block 144, Lot 17.01 206 Remsen Avenue
- R-16-207 Setting 2017 Salaries
- R-16-208 Approval of Bills December 20, 2016 \$722,823.14
- 12. Public Comments
- 13. Executive Session (If needed) ( 209 )
- 14. Adjournment

NEXT MEETING: January 3, 2017 at 7:00 pm