

KOPPEL BOROUGH COUNCIL MEETING AGENDA

Tuesday, June 18, 2024 @ 6 PM Koppel Volunteer Fire Department

Agenda may be updated until 5:59 PM the day prior to the meeting; please check back for changes.

Call to Order

Moment of Silence

Pledge of Allegiance

Approval of Minutes from 5.21.24 & 6.4.24

Borough Bills from the General Fund

Borough Bills for the Fire Dept.

Code Enforcement Officer/Emergency Coordinator Report

Fire Dept. Report

Police Dept. Report

Maintenance Report

Engineer Report

Solicitor Report

Mayor Report

PUBLIC COMMENTARY

Those who desire to address the Council during the meeting regarding topics not listed on the Agenda must contact the Borough Office at least 24 hours prior to the meeting so that the topic can be added. Comments made during the meeting should be limited to five minutes.

- Larry Reed to discuss ADA parking spots.

OLD BUSINESS

- Continued discussion of Noise, Nuisance House, and/or Burning Ordinances per solicitor review.

UNFINISHED BUSINESS

- Continued discussion of community clean-up day proposal to assist residents in disposing of large items and yard debris; public works committee to meet with Rick Milligan and set available haul away services, dates, and fee schedule.
- Summer newsletter – committee volunteers to select date to draft and assemble for dissemination via PO Boxes, bulletin boards, social media, and web.
- Motion to award storm sewer project based on bid recommendations presented by EADS.

NEW BUSINESS

- PD purchases of second patrol rifle for new cruiser, lettering for cruiser, and ceramic coating for cruiser to protect paint. Lindy Paving donated \$7,000, which will be used for these purchases.
- Deteriorating conditions on sections of Mary and Ida from 3rd Ave to SR 18 and Mount from 5th to SR 18.
- Food distribution date for July. Continued partnership with Pass The Bread and Mission Co.
- Recap of Town Hall on June 13th. Resolution to secure loan funding for installation of park equipment based on public feedback.

Motion to Adjourn