

CITY OF PORT JERVIS

P.O. BOX 1002
20 HAMMOND STREET
PORT JERVIS, NEW YORK 12771
Regular Common Council Meeting Agenda
IN-PERSON MEETING ONLY



Monday, January 23, 2023 - 6:30 pm Regular Session:

Pledge of Allegiance / Roll Call

Public Hearing:	Continue Public Hearing: Franchise Agreement Spectrum Char.Motion:	2 nd
	RESTORE Round 7 Grant	Motion: 2 nd
Presentation:	GeoThermal ORU	
Public Comment:	5-minute limit per person	

BASED ON PUBLIC OFFICERS LAW ARTICLE 7

Executive Session: 105.1f – Personnel (x2)

Approval of Minutes:

December 27, 2022 - Common Council Meeting Minutes
January 3, 2023 – Special Common Council Meeting Minutes
January 5, 2023 – Special Common Council Meeting Minutes
January 9, 2023 – Common Council Meeting Minutes

Address Executive Session Material:

Business:

Foster: (ADA) -	ADA Update	
Miller: (FINANCE) –	Bills to be Paid:	Motion: Miller; 2 nd
	Finance Update:	
	Consideration Resolution: Business Credit Card	Motion: Miller; 2 nd
Fuller: (FEM) –	FEM Update:	
Mann: (TOURISM/IDA)	Tourism / IDA Update:	
M. Decker: (PLANNING/ZONING) –	Planning / Zoning Update:	
Livingston: (DPW/CDA) –	Public Works Update:	
	Consideration Application Restore 7 Grant	Motion: Livingston; 2 nd
Simmons: (CODE) -	Code Update:	
Newhauser: (RECREATION)	Recreation Update:	
Siegel: (HOUSING/VETERANS) –	Housing/Veterans Update:	

Public Comment:

5-minute limit per person

Mayor Decker: (POLICE) –	Police Update	
	Consideration: Fix License Plate Reader Authorization	Motion: ;2 nd
	Reject Range Building RFP – 1 bid	Motion: ; 2 nd
	Consideration: RFP – Range Building w/ expanded Advertise.	Motion: ; 2 nd
	Consideration: Authorize DPW Director est. eval. Aesbestos 62 Sussex St.	Motion: ; 2 nd
	Consideration: Authorize new Building Clerk position	Motion: ; 2 nd
	Consideration: Orange County Sales Tax Agreement	Motion: ; 2 nd
	Consideration: Music for Humanity Raffle Sales	Motion: ; 2 nd
	Consideration: Notice of Retirement: Employee #434	Motion: ; 2 nd
	Announcement: Civil Service Exam Testing Positions	

Adjournment:

Motion: ;2nd