

AGENDA

TOWNSHIP OF WEEHAWKEN, NEW JERSEY

THE TOWNSHIP COUNCIL OF THE TOWNSHIP OF WEEHAWKEN WILL MEET AT A REGULAR MEETING WEDNESDAY MAY 13TH 2020 **AT 7:00 PM.** AND WILL BE CONDUCTED VIA TELEPHONE CONFERENCE ONLY AND NOT IN-PERSON.

Members of the public can monitor the meeting at that time and will have an opportunity to join in and provide public comment via telephone by calling the following number (872) 240-3412 and, when prompted, by entering the following Access Code: 879-536-229. You will be required to have your phone on “mute” during the meeting except when you are recognized for public comment.

REGULAR MEETING: The following is the Agenda and Order of Business and such other business as may come before the Council.

1. Pledge of Allegiance;
2. Roll Call;
3. Open Public Meetings Act Statement;
4. Approval of Minutes from Previous Meeting(s)
5. Citizens Comments on Agenda Items;
6. Written Communications

7. **UNFINISHED BUSINESS:** NONE

8. **NEW BUSINESS**

- A- Introduction to Ordinance 6-2020 - BOND ORDINANCE PROVIDING FOR VARIOUS PARK AND PLAYGROUND IMPROVEMENTS, INCLUDING CONSTRUCTION OF PHASE III OF THE MULTIUSE RECREATION FACILITY / POOL COMPLEX,
- B- Resolution re: Authorizing Emergency Repairs to DPW Garbage Truck – Beyer Bros.
- C- Resolution re: Award of Contract for COVID-19 Testing - ACCU REFERENCE MEDICAL LAB, LLC
- D- Resolution re: Authorizing Library Grant and Matching Funds
- E- Resolution re: Ratify Extension of EMERGENCY Declaration – COVID-19
- F- Resolution re: Authorizing Annual RFQ’S
- G- Resolution re: Amending Terms-Shared service agreement-North Bergen Health Officer
- H- Resolution re: Transfer of title re: Weehawken Parking Authority

10. Approval of Bills for Payment;
11. Privilege of the Floor; sign in sheet, 5 minute time limit
12. **Executive Session**
13. Adjournment.:

TAKE NOTICE THAT ACTION MAY BE TAKEN ON THE MATTERS LISTED ON THIS AGENDA AND ON SUCH OTHER MATTERS AS MAY PROPERLY COME BEFORE THE TOWNSHIP COUNCIL / ABC BOARD OF THE TOWNSHIP OF WEEHAWKEN.