TOWNSHIP OF WEEHAWKEN, NEW JERSEY

THE TOWNSHIP COUNCIL OF THE TOWNSHIP OF WEEHAWKEN WILL MEET AT A RESCHEDULED MEETING WEDNESDAY APRIL 27TH 2016 AT 8:00 P.M. AT THE MUNICIPAL BUILDING, 400 PARK AVENUE, 2ND FLOOR CHAMBERS, WEEHAWKEN, NEW JERSEY. A WORKSHOP SESSION WILL BE HELD AT 6:00 P.M.

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

- Pledge of Allegiance;
- Roll Call;
- Open Public Meetings Act Statement;
- Approval of Minutes from Previous Meeting(s); March 23rd 2016, Executive Session March 23rd 2016
- Discussions from Officials;
- Citizens Comments on Agenda Items;
- Written Communications

8.UNFINISHED BUSINESS: None

9.NEW BUSINESS

- A- Resolution re: Dedication by Rider-Uniform Safety Act
- B- Resolution re: Emergency Snow Removal Services
- C- Resolution re: Emergency Purchase-Scaffolding
- D- Resolution re: Emergency garbage truck repairs
- E- Resolution re: Award of Contract-United States Postage
- F- Resolution re: TWA-Henley Place
- G- Resolution re: Tax Appeal Settlement
- H- Resolution re: Reappointing Rent Board Members
- I Resolution re: Approving Public Access Easement
- K- Resolution re: Authorizing EUS Utility Audit Contract- Koteen Assoc.
- L- Resolution re: Authorizing Planning Board to study an Area in need of redevelopment(Hackensack Plank rd)
- M- Resolution re: Amending Lien amount for abandoned property-603 Gregory Avenue
- N- Resolution re: Auction of "junk" automobiles(including shuttle bus)
- Approval of Bills for Payment;
- Privilege of the Floor; sign in sheet, 5 minute time limit
- Executive Session (if necessary);
- Adjournment.

TOWNSHIP COUNCIL SITTING AS LOCAL ALCOHOLIC BEVERAGE CONTROL BOARD:

ROLL CALL:

AGENDA: ABC-1 WEEHAWKEN ABC BOARD vs. S& J LIQUOR AND DELI 3500 Park Avenue

License # 0911-44-016-005

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