

# Brant Town Board Meeting

## AGENDA

April 13, 2010 @ 7:30 PM

Brant Town Hall

### Meeting Call to Order 7:30 PM

#### 1.) PLEDGE TO THE FLAG

#### 2.) Approval of Minutes – March 9, 2010 TB meeting , March 22, 2010 Audit meeting

#### 3.) Monthly Reports

1. Supervisor's Financial Report
2. Town Clerk/Tax Collector Report
3. Court Clerk's Financial Reports Justice
4. Code Enforcement Officers Report
5. Dog Control Officer's Report
6. Police Report
7. Town Clerk's Report to the Board
8. Planning Board's Report
9. Fire Department Report



#### Acknowledgment of Dignitaries and Invited Guests

#### 5.) Old Business

1. Brant School
2. Park Maintenance Contract
3. Pool house roof
4. National Grid meter change
5. Lake Shore Youth Football

#### 6.) New Business

1. Appointment of Auditor
2. Discussion Recreation appointments

#### 7.) Reports of Committees

##### Project Committees (GRANTS)

Fullone – CDBG Sidewalk, Archives GIS

Kujawinski – Rt. 62 water, Rt. 5 & 20 Economic Dev., Energy Efficiency

Gier – New Town Hall, CDBG Sr. Recreation bldg,

Borngraber – Phase II Park, Local Govt Efficiency, Storm Water Conservation

##### Other Committees

Fullone – Insurance, Police, Highway

Kujawinski – Buildings, Refuse & Streetlights, Concerts

Gier – Auditing, Recreation, Fire & Ambulance, Telecommunications & Utilities

Borngraber – Auditing, Playground, Grounds & Grove, Pool, Water & Sewer (Existing districts)

Pero – Erie County Government, (NEST, ECEMC, Disaster, STEC)

#### 8.) Town Board & Other reports,

#### 9.) Meetings & Correspondence,

#### 10.) Miscellaneous Information

#### 11.) Approval of Abstract

#### 12.) Privilege of the Floor

#### 13.) Motion to Adjourn

##### **Town Board Liaison To:**

Fullone – Town Clerk, Police, Highway

Gier – Town Justice, Code Enforcement, Recreation, Fire Dept, Parent advisory

Kujawinski – BOAR, Dog Control, ZBA, Census, Seniors, LS Youth Football

Borngraber – Assessor, Planning Board, Village, Beautification & Events

Pero – Erie County & State Government