



AGENDA

- 1) Invocation by Councilman Randy Allison
- 2) Flag Salute and Roll Call
- 3) Approval of City Council Minutes dated 10/24/19
- 4) Limited Courtesy of the Floor
- 5) Presentation to Chief Todd Heckman – Firefighter Valor Award **President of Fireman’s Assn. Kathie Snauffer**
- 6) Ordinance Forty-Sixth Year (2020) Community Development Budget(first reading) **Young**
- 7) Resolution to Approve a Subrecipient Agreement between County & the City of Williamsport **Young**
- 8) Resolution Authorizing Lycoming County to Submit H20 PA Grant Application to Commonwealth Financing on behalf of the City **Winder**
- 9) Resolution Authorizing the City to Award Contracts for the City Hall Elevator & ADA Access Ramp **Cooley**
 (Remove from Table)
- 10) Demolition – 2680 Reach Road **Gerardi**
- 11) Certificate of Appropriateness – 11 West 4th St **Gerardi**
- 12) Lot Consolidation – 42 Washington Blvd. Calvary Baptist Church **Gerardi**
- 13) Accept for Filing:
 - AD HOC Ethics Committee 08/13/19
 - Finance Committee Minutes 07/30/19, & 8/27/19
 - Public Works Minutes 07/16/19 & 08/27/19
 - Financial Statement 3rd Quarter

14) Announcements

The next regularly scheduled City Council meeting will be held on Thursday, November 21, 2019 at 7:30 PM, in City Hall Council Chambers. (Enter through the police department at rear of building for meetings after 5:00 PM.)

Upcoming Meetings:

Monday, November 11	City Hall Closed – Veteran’s Day
Tuesday, November 12	12:00 PM Planning Commission
	3:30 PM ERC
	7:00 PM Citizen’s Corp
Wednesday, November 13	11:30 AM Redevelopment Authority
Thursday, November 14	Blood Drive (sec)
Monday, November 18	4:00 PM Recreation Commission Meeting
Tuesday, November 19	10:00 AM Blighted Property
	12:00 PM Historical Preservation
	1:00 PM Finance Committee
	2:30 PM Public Works
	3:30 PM Public Safety
Thursday, November 21	10:30 AM Zoning Hearing Blvd
	4:00 PM Board of Health
	7:30 PM City Council Meeting

[Meetings Held in Council Chambers Unless Otherwise Noted – [scr] = William Sechler Community Room]

15) Adjournment