## 6:30PM: FINAL PUBLIC HEARING FOR USE OF 2020 CDBG ALLOCATION

## Agenda of the Regular Meeting Lock Haven City Council Monday, September 14, 2020, 7 o'clock p.m.

- 1. Call to Order followed by the Pledge of Allegiance
- 2. Roll Call: Byerly, Conklin, Masorti, Mincer, Morris, Stevenson, Mayor Long
- $3. \vee$  Acceptance of or correction to the minutes of the August 17 regular meeting
- 4. Public comments submitted to members of Council or the City Manager members of the public may also comment on items not on the agenda on Facebook at this time
- 5. Correspondence
  - A. Historical Society ribbon cutting invitation
  - B. County Sewer Authority meeting information
  - C. Levee sealcoating project public notice
  - D. CCAC Station Gallery COVID-19 safety plan
  - E. Invitation to the ribbon cutting of Lucky 7 Travel Plaza on Wednesday, Sept. 23 at 11 am
  - F. Award of \$10,000 from the PA Historical & Museum Commission to Downtown Lock Haven for a feasibility study for the Masonic Temple facility
- 6. Unfinished Business
  - A. ✓ Consideration of Resolution 1562 establishing the use of 2020 CDBG allocation and making application to DCED for the same
  - B.√ Consideration of Resolution 1563 entering into a Professional Services agreement with SEDA-COG for the administration of the 2019 CDBG allocation
  - C. Business survey results and Pedestrian Mall discussion ∨Downtown Lock Haven request to ask Council to request PennDOT approval to extend the Pedestrian Mall through October 31
- 7. New Businesses
  - A. ✓ Consideration of Resolution 1564 accepting a \$500 settlement from PennDOT for the acquisition of right-of-way for the installation of updated traffic lighting at northern part of the intersection of Bellefonte & Commerce
  - B.  $\lor$  Consideration of the extension of the agreement with Nittany Energy for the provision of fuel
  - C. 2020 Uninterrupted System Service Plan for water system
  - D. V Appointment of the PA Municipal League Annual Summit voting delegate
- 8. Other Matters
- 9. Adjournment

 $\vee$  = Action Item