BOROUGH OF RUNNEMEDE

CAUCUS AGENDA

APRIL 30, 2024

MEETING CALLED TO ORDER:							
PLEDGE ALLEGIANCE TO FLAG:							
ROLL CALL:	Nick Kappatos, Mayor Pat Passio, President Eleanor Kelly Robert Farrell Craig Laubenstein Luis Cepero Dan Murray Daniel Long, Solicitor Mark Basehore, Engineer Shelley Streahle, CFO						
STATEMENT: Public Notice of this meeting pursuant to the Open Public Meetings Act has been given by the clerk in the following manner:							
	oulletin board in the Borough Clerk's Office on January 5, 2024. Retrospect & Courier Post on January 5, 2024.						
NEW BUSINESS DISCUSSION FO	OR THE 5/7/24 MEETING:						
Public Hearing:							
Ordinance 24-04:	Vehicles and Traffic						
Ordinance 24-05:	COLA						
Ordinance 24-06:	Bond Ordinance						
Ordinance 24-07:	Environmental Assessment						
Ordinance 24-08:	Habitat Conservation						
Budget Adoption							
SRO Contract							
Lease with Runnemede BOE							
Mechanical Fees							
Bid Results: FY 2023 CDBG - 2 nd & 4 Th Avenues							
Redevelopment Agreement							
Salary Ordinance							
Resolution for 2024 Open Space	e Application: Lighting at David Venella Park						
Resolution canceling ORD 24-01	(COLA)						
Camden County Recycling Coop	Agreement						
RESOLUTION #24-72:	A Resolution Regulating the Salaries of The Employees of The Borough of Runnemede, County of Camden, State Of New Jersey						
MOTION:	ROLL CALL:						
RESOLUTION #24-73:	Resolution Authorizing a Special Traffic Control Rate for the Davis Road Sewer Extension Project						
MOTION:	ROLL CALL:						

COMM	IITTEE REPORTS	COMMITTEE REPORTS:							
	FINANCE: Daniel Murray								
	PUBLIC SAFETY: Eleanor Kelly								
	PUBLIC EVENTS: Pat Passio								
	ENGINEERING: Robert Farrell								
	PUBLIC WORKS: Craig Laubenstein								
	PARKS & RECREATION: Luis R Cepero								
SOLICITOR'S REPORT: Dan Long, Esquire									
	ENGINEER'S RI	EPORT: Mark Ba	sehore						
PAYME MOTIC	NT OF BILLS: N:		RO	OLL CALL:					
GOOD	& WELFARE:								
мотіс	ON TO CLOSE GO	OOD & WELFARE	:						
ADJOU	RNMENT:	MOTION:		_					

TIME: