

BUCKSPORT TOWN COUNCIL MEETING
And
BUDGET WORKSHOP
7:00 P.M., THURSDAY, MARCH 26, 2015
TOWN COUNCIL CHAMBERS – BUCKSPORT TOWN OFFICE
AGENDA

1. **Call Meeting**
2. **Roll Call**
3. **Presentation of any Town Council Recognitions**
4. **Consider minutes of previous meetings**
5. **Receive and review correspondence and document**
6. **Public Hearings – none**
7. **New Ordinances to Consider**
 - a. Shall an ordinance be introduced entitled “Amendment to the Bucksport Town Code, Chapter 5 Building Standards and Property Maintenance,” such ordinance being for the purpose of adding waiver provisions that may be applied to the requirements of Articles 2, 3 and 3A of Chapter 5.
8. **Discussion Items (Manager Clarification and Direction, or Council Discussion and/or Input on Issues)**
 - a. LED Lighting
 - b. Discussion on dropping sale price of 18 Federal Street Property
 - c. Mill Discussion if any
 - d. Budget Updates and Progress for the Public – Councilor Kee Letter
 - e. LD 550 Update
 - f. Auction at Mill Results
 - g. Main Street Improvements
9. **Agenda Items**
 - a. Consider Resolve #R-2015-78 – Approval of Payment to Olver Associates Inc. for Professional Services Associated with the Secondary Treatment Plant Upgrade Design
 - b. Consider Resolve #R-2015-79 to accept 2015 OUI Grant from the State of Maine for Extra Road Patrols from April through September
10. **Appointments, Assignments, and Elections**
11. **Approval of Quit Claims, Discharges, and Deeds**
12. **Town Manager Report**
13. **Set Public Hearings and/or Approval of any Licenses or Permits, if applicable**
14. **Discussion of Items Not on the Agenda for Council and Public**
15. **Upcoming Public Hearings – Set date of Public Hearing for Ordinance Introduced under 7.a. of this agenda**
16. **Designation of Topics for Committee Assignment and Scheduling of Committee Meeting**
 - a. Any Additional Committee Assignments and Scheduling
17. **Agenda Items Requiring Executive Sessions**
18. **Proceed to Budget Workshop**
 - a. School Budget
19. **Adjournment**