TOWN OF BALGONIE MONDAY, JANUARY 11, 2021 AGENDA Balgonie 50+ Club

Call to Order - 6:15 P.M.

Approval of Agenda

Declaration of Conflict

Minutes:

1. Regular Meeting – December 14, 2020.

Accounts:

- 1. Payroll Accounts for Ratification December 31, 2020.
- 2. Accounts for Ratification #2020-00166, #2020-00168.
- 3. Accounts for Approval #2020-00170, #2020-00172.

Town Superintendent's Report:

- 1. Walker Projects Waterworks System Assessment Round 4 Final Report.
- 2. PSMHA Letter Fees.
- 3. T. Best Concerns.
- 4. Snow Removal.
- 5. Summer Students How Many?
- 6. Budget.
- 7. Open.

Administrator's Report:

- 1. Meeting with R.M. Council Postponement.
- 2. Water Project Village of Edenwold.
- 3. Year End.
- 4. Al Matt Planning and Development.
- 5. Open.

Communications:

- 1. White Butte RCMP November Stats.
- 2. APAS Rural Connectivity Task Force.
- 3. Maltese Fire Inspection Ltd. Fire and Life Safety Inspection Program.
- 4. Open.

New Business:

- 1. Monthly Water Reports December.
- 2. Development Agreement All-Rite Properties.
- 3. Walker Project Sewage Pump Station and Waterline Agreement.
- 4. Community Planning Subdivision File.
- 5. Motion to Declare Eligibility to Receive Municipal Revenue Sharing Grant.
- 6. Motion to Transfer \$218,192.92 to Debenture Account for February Payment.
- 7. Motion to Transfer Utility Arrears Exceeding \$150.00 as of December 31, 2020 to Taxes.
- 8. Motion to Appoint Gord Krismer and Associates Ltd. as the Local Development Appeals Board.
- 9. Motion to Appoint Dudley & Company as Auditors for the Town.
- 10. Motion to Appoint Glen Dowling of Robb and Dowling Law Firm as Solicitor for the Town.
- 11. Motion to Appoint Professional Building Inspections Inc. as Building Inspectors for the Town.
- 12. Motion to Sign Contract with A.Beaton, as Planning Consultant for 2021.
- 13. Open.

Old Business:

- 1. MB4 Municipal Buffer Strip Westview Holdings.
- 2. Open.

Committee Reports:

1. Open.

Open Discussion:

- Personnel Interviews Dates?
- 2. Open.

Adjournment.