

JULY 2018 MEETING MINUTES
VILLAGE OF BITTERN LAKE
OPEN HOUSE MEETING OF COUNCIL
July 23, 2018 @ 7:00pm in Community Hall

CALL TO ORDER

#108/18

Mayor Debnam called the Meeting to order at 7.00pm.

Carried

GUESTS

7 residents and 1 Contractor - as per sign in sheet attached

Mayor Debnam opened the floor for comments as follows:

Village Drainage Project: Are we change the lights that are on the building now? - They will be made so they cannot be turned off, they are on sensors. The current lights will not change, perhaps another sensor light to cover the mailbox area.

Community Hall Upgrades Project: Parking needs to be addressed - perhaps along the North side of the building, or around the building ?

Can we put a larger Kitchen (commercial?) on the main floor ?

Can we change the Kitchen in the basement for a smaller one ?

Can we install Air Conditioning ? Would this be cost effective, or not?

Lighting upgrades for inside and around the outside for security ?

Can we remove the option of the deck on the south side (shown on plans) ?

Can we change the placement of wheelchair access ?

Can we change wheelchair access to have electric power assist ?

Can we change the Stage area to provide better storage ?

Instead of 3 disabled bathrooms upstairs, what about 2 disabled and 2 regular bathrooms ?

What funding will be used for the Project? We can use Government Funding several Grants are available that can be stacked together.

The Grant funding that we receive has to be used within 5 years, if not then the money has to be returned to the Government.

The GIC's that were put in place several years ago, what is happening, do we still have them? The three Village Reserve Accounts are still in existence.

Mayor Debnam thanked everyone for coming and providing their comments, they will be taken into consideration and we will have another Public Consultation on this Project.

ADJOURNMENT

#109/18

Meeting adjourned at 7:55pm.

These minutes approved this 9th day of August, 2018.

Mayor Earl Debnam



CAO Jill Tinson