

Town of Ocean Ridge, Florida
Office of the Town Clerk
Town Commission Meeting Summary
June 6, 2016

The following is a list of actions taken at the June 6, 2016 Town Commission meeting:

1. Approved the Regular Town Commission Meeting Minutes of May 2, 2016.
2. Announced that Town Administrative Offices will be closed on Monday, July 4, 2016 in observance of the Independence Day holiday.
3. Announced that the Regular Town Commission meeting in July has been moved to July 11, 2016 due to the Independence Day holiday.
4. The Town Engineer gave a status update report on drainage improvements in the Town, and it was the consensus of the Commission for staff to meet with ERM and possibly other agencies and move forward with a maintenance and vegetation plan for the retention/detention area.
5. The Town Auditor presented the FY15 Audited Financial Statements with no findings, and the Town Commission voted to accept them.
6. Voted to move forward with the Automated License Plate Recognition Project.
7. Voted to authorize staff to research the Town's average increase in costs for police services over the past few years in order to negotiate a Police Services contract with Briny Breezes, and present a contract to the Town Commission next month based on those costs.
8. Approved the Florida Department of Revenue Communications Service Tax Confidentiality Agreement.
9. Discussed the Interlocal Agreement Pertaining to the Shared Distribution and Use of the One Cent Local Government Infrastructure Surtax, and took no position on the matter.
10. Discussed the FY16/17 Budget Meeting Schedule and set the meeting date of July 13, 2016 at 6:00 p.m. to set the tentative millage rate for the annual budget.
11. Authorized the Town Manager to expend up to \$12,000 out of the contingency fund for replacement of the Daytank for the Town Hall Emergency Generator Unit which has deteriorated due to the marine environment.

**THE NEXT REGULAR TOWN COMMISSION MEETING WILL BE
HELD ON MONDAY, JULY 11, 2016 AT 6:00 P.M. AT TOWN HALL.**