

BOROUGH OF ROCHESTER
BOROUGH COUNCIL
REGULAR BUSINESS MEETING
AGENDA – November 18, 2024
6:30 PM

1. Call to order with the pledge of allegiance and roll call.
2. Council will go into an executive session to discuss police personnel.
3. Persons in Attendance (Public Comment).
4. Items for Council’s consideration and action:
 - a. Motion to approve minutes of the October 21, 2024 regular Council meeting and October 31, 2024 special meeting.
 - b. Motion to pay all approved bills.
 - c. Council will receive 4 resolutions to authorize submission of 4 grant applications under the Local Shares Account Program. 1 for work in the Municipal Building and 3 from the police department.
 - d. Council received for their review and consideration, the bid results from the Municibid auction of the 1989 Pierce Ladder Truck. The high bidder was Hernan Arias at \$6,000.
5. Items for Council’s review and discussion:
 - a. Council received for their review, information from the Rochester Borough Development Corporation with a request that Council consider moving forward with developing and enacting a vacant building ordinance. The Monaca ordinance is provided as a sample of what the Development Corporation is looking for.
 - b. Council received for their review, a final preliminary 2025 budget.
6. Committee Reports:
 - Public Administration – Chad Rape, Chairperson
 - i. Council received for their review, the Revenue & Expense Report January 1 through November 13.
 - Public Safety – Rico Elmore, Chairperson
 - Police Department Report
 - Public Works – Toni Bucher, Chairperson
 - Recreation – Renee Simmons, Chairperson
7. Mayor’s Report
8. Solicitor’s Report

9. Code/Zoning Officer's Report
 - a. Council received for their review the October 2024 Code Officer Report
10. Fire Chief's Report
 - a. Council received for their review, the October 2024 Fire Department Report.
11. Manager's/Treasurer's Report
 - a. Council received for their review, the October 2024 Treasurer's Report.
12. Old Business/New Business
13. Adjournment