

**BOROUGH OF LONGPORT**  
WORKSHOP AGENDA – 03/08/2018

*This meeting was called pursuant to the provisions of the Open Public Meetings Law. Notices of this meeting were emailed to The Current and The Press of Atlantic City. In addition, copies of notices were posted on the bulletin board in the Municipal Building and filed in the office of the Municipal Clerk. Notices on the bulletin board have remained continuously posted.*

**Notice:** Pursuant to Resolution 2017-102 which denoted the Annual Meeting Schedule, official action may be taken at this workshop meeting.

1. Flag Salute
2. Meeting called to order/OPMA notice announced
3. Roll call taken
4. Approval of Minutes for the February 21, 2018, Board of Commissioners regular meeting
5. **ORDINANCE – 1st READING/ INTRODUCTION – Second Reading/ Public Hearing 3/21/18 02018-03 AN ORDINANCE AUTHORIZING THE SALARIES, WAGES AND COMPENSATION IN YEAR 2018 FOR EMPLOYEES NOT COVERED BY PREVIOUS ORDINANCE OR UNION CONTRACTS**
6. **Resolution R2018-22 - A Resolution Appointing the Municipal Auditor**
7. **Resolution R2018-23 - GOVERNING BODY CERTIFICATION OF COMPLIANCE WITH THE UNITED STATES EQUAL EMPLOYMENT OPPORTUNITY COMMISSION’S “Enforcement Guidance on the Consideration of Arrest and Conviction Records in Employment Decisions Under Title VII of the Civil Rights Act of 1964”**
8. **Resolution R2018-24 – A Resolution Appointing General Litigation Counsel**
9. **Resolution R2018-25 A Resolution Adopting Rules and Regulations for Beach Vending, Adopting Terms and Conditions of Licensure and Giving Notice for the Auction Sale of a Beach Vending License**
10. **Bid Summary – Review of the Ice Cream Bid Under Resolution R2018-14**
11. **Bid Summary – Review of the Municipal Hall and Firehouse Electrical Improvements**
12. Municipal Clerk
13. Mayor Russo
14. Librarian Gerhardt
15. Library Concept presentation by Greg Modelle
16. Commissioner Lawler
17. Engineer Carter
18. Solicitor Agnellini
19. Miscellaneous
20. Adjournment

Posted: 03/05/2018

Revised: 03/08/2018