

**Committee of the Whole Meeting
 Planning & Zoning
 May 28, 2024 – 7:00 a.m.
 Village Board Room**

Attendance

Committee Members:	
Timothy Nugent, Mayor	X
Tim Boyce, Trustee	X
Todd Crockett, Trustee	X
Diane Dole, Trustee	X
Joel Gesky, Trustee	X
Samuel Martin, Trustee	X
Wendell Phillips, Trustee	X
Other Attendees:	
Chris LaRocque, Village Admin	X
Jim Hanley, Super of PW	X
Ryan Marion, Code Official	X
Sheila Martin, Treasurer	X
Al Swinford, Chief of Police	X
Bruce Hill, Novotny Engineering	X
Jakob Knox, Marketing Dir	
Darla Hurley, Deputy Village Clerk	X

Trustee Crockett opened the meeting at 7:00 a.m.

MOTION: A motion by Trustee Gesky, second by Trustee Martin to approve the minutes from March 26, 2024, meeting. Voice vote – all ayes, no nays. Motion approved.

Public Participation –

Bob Forsythe – Thies Park, Pond at 7th & Maple with sink holes, Eddie Reed Park

There were no action items.

Discussion Items:

- **March, April, May 2024 Recap** – Mr. Marion gave a recap of active new construction, permits issued, inspections, sidewalk inspections and contractor registrations for March, April and May 2024. *(See attached)*.
- **Marion Replacement Update** – The village has received four applications for the position. Review of the applications will start and then interviews.
- **Misc.:**
 - Trustee Gesky asked if the village should consider requiring smoke/vape shops to obtain a special use permit. Mr. LaRocque will check with the village attorney.
 - Mr. Marion stated that a public gym is being planned in the old Steam Hollow building.
 - Mr. Marion has been working on grass violations continually.

Mayor Nugent thanked Mr. Marion for his last seven years as the Building Official and wished him well in his new endeavors. Mr. Marion thanked the village for the opportunity to work for the village.

A motion by Trustee Dole, seconded by Trustee Gesky, to adjourn the meeting at 7:16 a.m.
Voice vote: all ayes, no nays. Motion approved.

Minutes respectfully submitted by Darla Hurley, Deputy Village Clerk