

**AGENDA
MUNICIPAL COUNCIL**

Bridgewater, NS Tuesday, March 12, 2019 – 9:00 a.m.

Time & Page

1. CALL TO ORDER
2. ANNOUNCEMENTS, ACKNOWLEDGEMENTS, RECOGNITION
3. PUBLIC INPUT (15 Minutes)
4. APPROVAL OF AGENDA
5. APPROVAL OF MINUTES – February 26, 2019
6. BUSINESS ARISING FROM MINUTES
7. AWARDING OF TENDERS/RFPs
 - 7.1 Tender Award: On-Site Sewage Disposal System Installation – Project Group #19 1-3
8. PRESENTATIONS/SCHEDULED TIMES
 - 8.1 Madison Beck, Under 18 Women’s World Hockey Championship – Gold Medalist
 - 8.2 Mahone Bay Museum/The Founders Society – Anne Palfreyman..... 4-14
9. CONSIDERATION OF CORRESPONDENCE
 - 9.1 Letter from Town of Shelburne re Provincial HST 15
 - 9.2 Letter from Nancy Murray, QC – Shoreham Village 16
10. RECOMMENDATIONS FROM COMMITTEES & BOARDS
 - 10.1 Finance Committee
 - 10.1.1 2019/2020 Sewer Rates (17) 18-20
 - 10.1.2 2017/2018 Lunenburg County Lifestyle Centre Surplus Funds (17) 21-22
 - 10.1.3 Public Transit Gas Tax Allocation (17) 23-24
 - 10.1.4 Pesticide Use on MARC Ballfields (17) 25-28
 - 10.1.5 Pre-Budget Approvals – River Ridge Commons Project & MARC Ballfield Project
 - 10.2 Nominating Committee
 - 10.2.1 Appointments to the Area Advisory Committees 29
 - 10.2.2 Appointment to Lunenburg County Accessibility Committee 30
11. STAFF REPORTS
 - 11.1 Administration Department
 - 11.1.1 Administration Building..... 31-100
 - 11.1.2 January 22, 2019 Council Motion re Access to In Camera Minutes 101
 - 11.2 Planning Department
 - 11.2.1 Request to Levy Private Road Maintenance Charge 102-116
 - 11.2.2 Hemford Forest Private Road Association – Request to Remove Property ... 117-121
 - 11.2.3 Blockhouse Development Agreement
(See Public Hearing Agenda circulated with this Agenda)
12. MAYOR’S/DEPUTY MAYOR’S/COUNCILLORS’ MATTERS
 - 12.1 Water Levels on Fancy Lake (L. Nauss) 122-123
 - 12.2 Deputy Mayor’s Update
 - 12.3 Mayor’s Update
13. ADDED ITEMS
14. IN CAMERA
 - 14.1 Contract Negotiations re HB Studios Sports Centre under section 22(2)(e) of the MGA
15. ADJOURNMENT