

AGENDA BEAVER VALLEY REGIONAL POLICE DEPARTMENT MANAGING COMMISSION



Regular Meeting - Thursday, August 8, 2024

- 1. Call to Order, Pledge of Allegiance
- 2. Roll Call Secretary
- 3. Motion to re-approve/re-validate vote taken at 7.11.24 meeting authorizing a payroll adjustment of \$91,300 for Chief Adam Johnston to be paid over the remaining 2024 pay periods.
- 4. Meeting minutes Motion to approve: 6.13.2024 + 7.11.2024
 - a. Outstanding: 9.14.2023 + 1.11.2024
- 5. Administrator's Report
 - a. Finance Review 2024 YTD Budget Report
 - b. Motion to approve payment of all bills as presented
 - c. Motion to have the merged pension plan for the BVRPD to remain in the Balanced Account with the PSABMRT
 - d. Motion to have the solicitor send the pension cost study to PMRS so that they may transfer from the Rochester Township Police Pension Plan \$665,426 to the Beaver Valley Regional Police Pension Plan
- 6. Chief's Report
 - a. Monthly Call Report (+ YTD)
 - i. See website: https://bvrpd-pa.gov/monthly-crime-statistics
 - b. Chief to provide a summary of discussion with Crown Car Wash owner re: Detailing invoice paid without a motion/approval of the Commission.
 - i. Motion to approve the resolution of the issue, as detailed by the Chief.
- 7. Solicitor's Report
- 8. Review "To Do" List
- 9. Old Business
 - a. Office Cleaning + Floor Mats + Wax Floors + First Aid Kit
 - i. Quotes
 - b. Light on Building Sign
- 10. Correspondence

11. New Business

- a. Commission Committees
 - Budget (by end of Sept)
 - ii. Committee members appointed by Chairman Levenson (meeting is open to the public anyone else interested may attend)
 - 1. Mike Stuban
 - 2. Steve Anthony
 - 3. Kim Farrow
 - 4. Mart Hertneky
 - 5. Ex-officio Scott Levenson
 - iii. Set the first budget meeting possible dates: 8.20, 8.22, 8.26, 8.28, 8.29
 - 1. Location = Conway
 - iv. Set the first budget meeting time.
- 12. Public Comment
- 13. Executive Session (if needed)
- 14. Adjourn

**NEXT MEETING - Thursday, September 12, 2024 at 6p at Conway Municipal Building