

MOTION #208 Councilwoman Slavick moved to **AUTHORIZE THE SUPERVISOR TO SIGN FIXED PRICE ELECTRICITY SUPPLY AGREEMENT.** Councilman Maikels seconded the motion and it was carried by the following roll call vote:

Councilman Forte	Aye
Councilwoman Slavick	Aye
Councilman Pastore	Aye
Councilman Maikels	Aye
Supervisor Runion	Aye

Agenda item #6: Supervisor Runion explained this item was before the Board in August. It was tabled for further discussion with one of the neighbors concerning the location of the storm water retention basin, fencing issues and a few other items. There were meetings held with the Engineer, Developer, homeowner and himself. He invited Ken Johnson of Delaware Engineering to explain the outcome.

Mr. Johnson advised the storm water basin was moved to the west about 60 feet, a black chain link fence was already on the plans, and a five foot high berm was added between the Lands of Moak's to the stormwater basin. Although it was not shown on the plans but it will be done, is the planting of twenty trees in numerous places around the berm.

Supervisor Runion confirmed that the Developer was pleased with the modifications to the drawings.

MOTION #209 Councilman Forte moved to **APPROVE OF COUNTRY HAMLET DESIGNATION FOR BLACK CREEK RUN IN GUILDERLAND CENTER.** Councilman Maikels seconded the motion and it was carried by the following roll call vote:

Councilman Forte	Aye
Councilwoman Slavick	Aye
Councilman Pastore	Aye
Councilman Maikels	Aye
Supervisor Runion	Aye

Agenda item #7: Supervisor Runion advised we have a list for transfers as recommended by the Town Comptroller's Office. They basically are for supplies, equipment, the completion of the Guilderland Center sidewalks, the Court, computer maintenance, Comprehensive Master Plan and Parks equipment.

MOTION #210 Councilman Maikels moved to **APPROVE TRANSFERS AS RECOMMENDED BY THE TOWN COMPTROLLER'S OFFICE.** Councilman Forte seconded the motion and it was carried by the following roll call vote:

Councilman Forte	Aye
Councilwoman Slavick	Aye