Herkimer County Legislature Committee on County Properties and Ways & Means Committee Meeting Thursday, May 27, 2021 Legislature Chambers

Follows County Planning & Development and Ways & Means

Persons Attending:

Raymond Johnson (Chairman, County Properties, Ways & Means committee member)

Mark Gaworecki (County Properties committee member)

William Keeler, Sr. (County Properties committee member)

William Weakley (County Properties committee member)

Robert J. Schrader (County Properties committee member)

Ray Donley (County Properties, committee member)

Patrick E. Russell (Chairman of Ways & Means)

Kurt J. Ackerman (Ways & Means committee member)

Raymond Smith (Ways & Means committee member)

Frederick J. Shaw, Jr., (Ways & Means committee member)

John P. Stephens (Ways & Means committee member)

Vincent J. Bono, Chairman of the Legislature

James W. Wallace, Jr., County Administrator

Brandy Serow, Sec. to County Administrator

Lorraine Lewandrowski, County Attorney

Sheri Ferdula, Budget Officer

Steve Billings, Personnel Officer

William Rabbia, Exec. Dir. Oneida-Herkimer Solid Waste Authority

(Non Committee Members signed in)

Legislator Gregory Malta, Sr.

Legislator Bob Hollum

Legislator John L. Brezinski

Legislator Peter F. Manno

Legislator Peter Campione

Absent:

NΑ

Mr. Johnson called Properties to order and Mr. Russell called Ways & Means to order at 9:32 a.m.

Items Discussed:

COUNTY PROPERTIES AND WAYS & MEANS:

- 1. Presentation Demolition of Homes
- 2. Discussion for Jail #2 approve asbestos study
- 3. Other

Committee Vote Record

COUNTY PROPERTIES AND WAYS & MEANS:

Item #1 – Presentation only.

Item #2 - On motion of Mr. Schrader, seconded by Mr. Keeler for the County Properties Committee and on motion of Mr. Johnson, seconded by Mr. Russell for the Ways & Means Committee, Item #2 was voted on and approved. Unanimous.

Item #3 - N/A

On motion of Mr. Keeler, seconded by Mr. Donley, the County Properties committee adjourned at 10:18 a.m.

The Ways & Means committee continued.