ALAIEDON TOWNSHIP BOARD OF TRUSTEES MINUTES Monday, July 10, 2023

The regular Alaiedon Township Board meeting held Monday; July 10, 2023 was called to order at 8:00 p.m. by Supervisor Steven Lott. Members present: Supervisor Steven Lott, Clerk David Leonard, Trustee Beth Smith, Trustee Kurt Kranz, and Deputy Clerk Virginia Coffman.

Bill Priese, Robert Ford and Gordon Crissey were also in attendance.

Motion by Smith, supported by Kranz to approve the minutes of the June 26, 2023 meeting as printed. Motion carried.

Motion by Leonard, supported by Kranz to approve the agenda as printed. Motion carried.

Motion by Leonard, supported by Kranz to approve the Local Governing Body Resolution for Charitable Gaming Licenses for Tri-County Emergency Medical Control Authority. All voted yes. Motion carried.

Robert Ford of Landscape Architect & Planners presented an updated site plan for the placement of the columbarium, pavilion and 25 additional parking spaces east of the cemetery building.

Scott Everett arrived at 8:18 p.m.

Mr. Ford presented an updated Leek Cemetery trail. The Board gave verbal approval to prepare updated cost estimates.

Gordon Crissey attended the meeting after receiving a letter about his possible zoning ordinance violation of living in a recreational vehicle located at 3209 Dobie Road, Mason. He presented the Board with a site plan for his proposed home.

The Board received the end of June treasurer's report.

Motion by Leonard supported by Kranz to approve the bid from Ray's Driveway Sealing to sealcoat the township hall east parking lot in the amount of \$1,750.00. Motion carried.

Motion by Kranz, supported by Smith, to pay the following invoices: General Fund check # 16326 through #16345 and five electronic transfers in the amount of \$38,226.15 Tax account one electronic transfer in the amount of \$8,588.55. Motion carried.

Motion by Everett, supported by Kranz, to adjourn. Motion carried at 8:54p.m.

Minutes taken by Virginia Coffman, Deputy Clerk.

David Leonard, Townshi	n Clerk