

**CITY OF BABBITT
PUBLIC SAFETY MEETING
APRIL 5, 2012**

Meeting was called to order by John Fitzpatrick at 9:30 AM

Roll: Present: John Fitzpatrick, Ron Marinaro, Rebecca Chase

Also present: Chad Loewen, Ryan Scharber

Addition and Deletions: 2 Addition, New police squad car and change to distance police can live from the office

1) New Business:

- a) Fire Department garage was discussed. The new 32'x32' building at the cost of \$13,500 recommended to be carried to the council.
- b) Copies of the department keys to be given to the city and police department.
- c) Informed that the fire department will be buying a positive pressure fan for the cost of \$750 with shipping it will cost \$990 out of the equipment fund.
- d) The new police squad car was discussed. It was moved that the chief of police buy a 2012 Charger at the cost of \$30,034 to be carried to the council.
- e) It was recommended by Chad Loewen to change the distance a police officer can live from the department office from 6 miles or 10 minutes to 10 miles or 15 minutes. It was moved to carry this to the council.

Motion to adjourn by Ron Marinaro, second by John Fitzpatrick at 11:15. Motion declared carried.

Respectfully submitted,
John Fitzpatrick

CITY OF BABBITT
PUBLIC WORKS COMMITTEE
April 12, 2012

The Public Works Committee was called to order at 9:30 a.m. this date.

Present were Rich Posey, Glenn Anderson, and Ron Marinaro.

Supervisor Posey brought two quotes for the purchase of a new JD X740 lawnmower for the board to review. Posey explained that with the trade-in of the X495 JD mower and the monies received from the sale of the two (2) 1993 JD 455 mowers that the overall price to the City would be minimal.

Discussion was held on having one or two streets in town milled and overlaid with new bituminous. It was the consensus of the board to have Balsam Circle done at this time with the possibility of having Beech Court done also.

The meeting was adjourned at 9:45 a.m.

Respectfully submitted,



Rich Posey, Street Supervisor