

SPECIAL MEETING
OF THE BOARD OF TRUSTEES
OF THE VILLAGE OF HIGHLAND FALLS

November 7, 2020

A special meeting of the Board of Trustees of the Village of Highland Falls was held in Village Hall, 303 Main Street, Highland Falls, New York on November 7, 2020.

The purpose of the meeting was to discuss the current water emergency situation.

The meeting was called to order by Mayor D'Onofrio at 10:00 A.M.

Members present were:

Mayor Joseph E. D'Onofrio
Trustee Brian Aylward
Trustee James DiSalvo
Trustee Mervin R. Livsey, Jr.
Trustee James Ramus

Also present were:

Village Clerk, Regina M. Taylor
News of the Highlands Editor, Mary Jane Pitt
0 community members

Mayor D'Onofrio reported that the press had been notified through email and that the meeting was posted on the Village website and the front door of Village Hall. Mayor D'Onofrio commented that the meeting was open to the public.

Discussion was held on the current status of Bog Meadow Reservoir and the mandatory restrictions that have been implemented to help increase the capacity of the reservoir. Mayor D'Onofrio updated the Village Board on recent talks he held with West Point to ask their assistance through this drought period. The Mayor informed the Board that the talks were not encouraging. Mayor D'Onofrio commented that he and Todd, the Village Engineer were looking at alternatives to help increase capacity of the reservoir so we are better prepared in the future should this situation arise again.

Mayor D'Onofrio reported to the Village Board that letters were sent out to the owners of 89 Center Street, 91 Center Street and 16 Ft. Putnam Street regarding water leaks on those properties. Mayor D'Onofrio explained that the letters indicate a date for the property owners to repair the leaks by or the Village will enter upon those properties and repair them at the owners cost.

Trustee Aylward motioned to adjourn. The motion was seconded by Trustee Ramus and unanimously carried.

The meeting closed at 11:10A.M.

Regina M. Taylor, Village Clerk