

CITY MANAGERS REPORT/UPDATE

Council meeting
November 17, 2022

Announcements:

- 1. The Winterfest (Christmas Parade) will be held on Friday, Dec. 02 at 600 PM in downtown, and on Saturday, Dec. 03 the Winterfest festival will take place in Jackson Square.**
- 2. City Hall offices will be closed on Nov. 23 after 1 PM, Nov. 24 and 25.**
- 3. There will be free on street parking from Dec. 1st thru Dec. 31st.**

FIRE DEPARTMENT:

1. The department assisted WVU quick response team by providing Narcan at Central Fire on Nov. 9th and 22nd.
2. The dept. responded to two structure fires this month.
3. Two members attended Stop the Bleed training at the Robinson Grand.

POLICE DEPARTMENT:

1. Four new police officers will start training at the WV State Police Academy on Jan. 30, 2023.
2. The police dept. will be testing for new police officers on Dec. 10th and 17th at RCB High School at 900 AM.

CODE ENFORCEMENT:

1. The dept. has conducted 14 inspections and 22 re-inspections, issued 30 building permits totaling \$369,656.00.
2. Current engineering projects: Liberty Av. Slip, soil testing for Milford St. storm drain repair and sanitary repair on Euclid Av. That is nearing completion.
3. 11 properties have been listed to have asbestos inspection for demolition to include fire burnt structures.

ROBINSON GRAND:

1. Buddy Holly Musical is on Nov. 19th, Landau Eugene Murphy is performing on Dec. 3rd, the Polar Express will be played on Dec. 9th, and Diamond Rio concert will be held Dec. 17th.
2. Please go to "therobinsongrand.com" website for all show listings

ECONOMIC DEVELOPMENT:

1. The Planning Commission Public Hearing draft is available on the city website.
2. Downtown parking study is being finalized for early December.
3. Several state and federal grants are pending, and new grants are being explored.

WASTEWATER TREATMENT PLANT:

1. Two employees attended Class 1 Wastewater Certification Class and Test in Elkins this week.
2. The return lines into the tunnel are being painted at this time.

END OF REPORT