



## **May 2016 Town Report**

### **Economic Outlook:**

The Town collected \$4,739.87 in building permit fees during the month of May. There were two (2) building permits issued for new construction.

The Town also received a check from the Recorder of Deeds in the amount of \$25,242.32 for realty transfer taxes collected on our behalf. Total received year-to-date is \$334,509.04

### **Police Week Proclamation:**

Drafted 'National Police Week / Peace Officers Memorial Day' Proclamation for Commissioner consideration. Unanimously approved at the May Commission meeting.

### **Municipal Street Aid:**

Complete necessary paperwork and affidavit in order to be eligible for FY17 Municipal Street Aid Funds. It appears that this program will not be affected during the States upcoming budget cycle.

### **Accounts Payable Cross-training:**

April Buckler was given access to accounts payable and trained on the steps required to make sure invoices are processed and paid when due. April has also taken over all aspects of water/sewer and tax billing.

### **Railroad Avenue Sink Hole:**

Met with DelDOT official to discuss steps required to inspect and repair a sink hole on Railroad Avenue. Upon inspection, the sink hole was caused by a broken sewer lateral. Hopkins Construction was able to make the necessary repairs.

101 North Main Street, Bridgeville, Delaware 19933

Phone: (302) 337-7135 Fax (302) 337-7817

[www.bridgeville.delaware.gov](http://www.bridgeville.delaware.gov)

Police Department- Two New Positions:

The initial deadline for certified officer applications was 5/31. The Town received two (2) applications. The decision was made to keep the application process open through June.

Budget Workshop #2:

A second budget workshop was held on 5/17.

Regular daily activities and duties were completed throughout the month, and weekly department meetings were held. Also attended necessary quarterly and monthly meeting pertaining to SCAT, DLLG and CMAD.

Respectfully Submitted,



Jesse Savage  
Town Manager