

Incorporated Village of Mineola
155 Washington Avenue, Mineola, New York 11501
July 14, 2021

Public Hearing 6:30 PM

APPLICATION OF YAN WANG FOR A SPECIAL USE PERMIT PURSUANT TO CHAPTER 550 OF THE CODE OF THE INCORPORATED VILLAGE OF MINEOLA, ENTITLED "ZONING", SECTION 550-12 ENTITLED "B-1 DISTRICTS", SUBSECTION (B) ENTITLED "SPECIAL USES" TO ESTABLISH A DANCE STUDIO UPON THE PROPERTY KNOWN AS 106 EAST JERICHO TURNPIKE, MINEOLA, NEW YORK, KNOWN AND DESIGNATED ON THE NASSAU COUNTY LAND AND TAX MAP AS SECTION 9, BLOCK 362, LOTS 37-40, 70-71;

APPLICATION OF LOST FARMER BREWING CO. TO AMEND THE SPECIAL USE PERMIT DECISION, DATED SEPTEMBER 16, 2020 AND FILED IN THE VILLAGE'S CLERK OFFICE ON NOVEMBER 24, 2020 FOR THE PROPERTY KNOWN AS 63A EAST SECOND STREET, MINEOLA, NEW YORK, KNOWN AND DESIGNATED ON THE NASSAU COUNTY LAND AND TAX MAP AS SECTION 9, BLOCK 437, LOTS 454, 471.

Work Session to Follow

1. Approval of bills and payroll
2. Village Clerk's Report
 - A. Resolved to approve a request by the 55+ Senior Basketball Group for the use of the Community Center gymnasium, for non-league play, Mondays and Fridays 12:30 pm – 3:00 pm, schedule permitting.
3. Department of Public Works Report
 - A. Resolved to authorize the emergency reconstruction in place of the collapsing concrete masonry unit catch basins at the following locations:

Catch Basin in front of 169 Evelyn Road

Catch Basin at the north side of the intersection of Cottage Place and Roosevelt Place

Catch Basin at the northwest corner of Marcellus Road and Buchanan Avenue

Catch Basin at the north side of the intersection of Buchanan Avenue and Bauer Place

Catch Basin at the northwest corner of Bauer Place and Harding Avenue

Proposals received:

Valente Contracting Corp. – Approximately \$15,000.00 each

Pratt Brothers, Inc. – Approximately \$18,749.00 each

Recommend awarding this emergency work to Valente Contracting Corp.

Funding Source: 2021/2022 general Fund Budget and/or the General Fund
Unreserved Fund Balance

4. Village Attorney

DRAFT