

SHELBURNE WATER COMMISSION

Meeting Minutes – January 3, 2022

Present: John Day, Craig Wooster, Steve Smith, Pete Gadue; also Dave DiBiase, Chad Racine, Peter Frankenburg, Lee Krohn.

The meeting was called to order at 4:00 P.M. By consensus, the agenda and the November meeting minutes were approved. There was no public comment on items not on the agenda.

The budget is generally in good shape to date, although as noted before, delinquencies remain higher than usual due to the COVID-related shutoff moratorium and now with winter upon us. These are now in the \$150K range, where prior to COVID, these were less than \$100K. We have participated in the State's utility bill payment program, and had informed customers of this opportunity. They must apply themselves; if they do, payments flow directly to the Town. Several payments were received, but not significant amounts.

DiBiase is pursuing initiatives toward systems improvements, and working with his employees, encouraging creative initiatives such as selling off unneeded, surplus equipment and using those funds for improved/additional work-related clothing for staff. Our new employee starts work tomorrow. Firms and grants are being considered for work needed such as hydraulic analyses, system mapping, etc. Public Works meetings will begin anew with Planning & Zoning. Regarding our water rates, direct comparisons with other systems may not tell the whole story. Some other water systems charge a base rate for all users in addition to the actual usage charges; in those cases, the rate may then be less but the total bill may not be. Other systems charge for fire sprinkler connections, but we do not, yet we still incur staff time and expense for maintenance, flow testing, and the like. Regarding bulk rate for water: we may wish to stop providing that, or as noted above, charge a base fee plus for actual usage.

The Commission still has an open seat at this time.

With no other business, the meeting adjourned at 5:16 P.M.

Respectfully submitted by Lee Krohn