

ELUCC Meeting OCT 18th, 2018

PO Box 582, Lebanon, Oregon 97355

OUR NEXT MEETING WILL BE BACK AT THE BIG TOWN HERO IN LEBANON

The meeting was called to order by Secretary Frank Frenzel, minutes were read/reviewed, motion by Joyce Nelson to accept them, 2nd by Stan Smith. Voted on and passed.

Treasurer's Report: \$1,373.50

Damage Report: There are always damages! That's why we keep doing what we do. NWN

had one hit in our area that was in Sweet Home. Than another in Coos

Bay. Kevin headed to Coos Bay right after our meeting.

Standards Report: The new Standards Manuals should be ready by the end of the year.

Maybe sooner?

State Council Report: OUCC went through the new rules and gave their

comments/recommendations. Tax Exempt thing is on the table again. Joint States Meeting had a Great turn out. Some of the items brought to attendees was, trench safety, a mock hearing, lots of focus on our lacking

work force in our trades.

P& E Report: Larry and Joyce showed what will be handed out at the breakfast,

flashlight, bennies, anddddd? Darn I need to do these minutes sooner I

forget stuff. Sorry about that!

Old Business: ??????

New Business: we will be doing nominations for our 2019 officers. Send all nominations

to President Kevin Hamilton. Than in Dec. we will do elections if need be. Jason Williams is now doing 811 training for contractors. Frank asked is

there still Train The Trainer Program out there?

Projects: Still a lot of work going on at Russell Rd. and River Dr. Lebanon is trying

to rap up the road relating to all the infrastructure going in for the new Water Treatment Plant. Please E-mail any new projects to Frank at

ffrenzel@ci.lebanon.or.us.

The next meeting will be Nov. 15^{th} , 2018 at the Big Town Hero in Lebanon. It's on the Corner of Main and E. Ash. Next Meeting:

Frank Frenzel

Secretary/Treasurer ELUCC

City of Lebanon

ATTEDENCE

Frank Frenzel **Larry Nelson** Joyce Nelson Stan Smith **Jason Williams**

Karl.....where are you?????

Van Lee Construction

RTI

City of Sodaville

NWN