COPY

AGREEMENT

THIS AGREEMENT made <u>Vanvery</u>, 2023 between the TOWN OF LONG LAKE, hereinafter referred to as the TOWN, and the ADIRONDACK PARK LOCAL GOVERNMENT REVIEW BOARD, a Board duly organized and existing pursuant to the provisions of §803-a of the Executive Law of the State of New York, acting by and through its duly appointed members, hereinafter referred to as the REVIEW BOARD.

WHEREAS, the Review Board was created by the Legislature of the State of New York and is composed of representatives appointed by the county legislatures of the counties lying in whole or in part within the Adirondack Park; and

WHEREAS, the Legislature of the State of New York has provided only partial funding for the **REVIEW BOARD** to perform its statutory functions as outlined in Executive Law §803-a; and

WHEREAS, the TOWN has authorized an appropriation in the sum of Three Hundred Dollars (\$300) in support of the work of the REVIEW BOARD in representing the interests of the local governments of the Adirondacks; and

NOW, THEREFORE, it is agreed as follows:

- 1. The **TOWN** agrees to pay to the **REVIEW BOARD** the sum of Three Hundred Dollars (\$500) for the services of the **REVIEW BOARD** in representing the **TOWN** in matters relating to the Adirondack Park.
- 2. The **REVIEW BOARD** agrees to provide to the **TOWN** the benefit of its services, including but not limited to, attendance at all meetings of the Adirondack Park Agency, attendance and participation at public hearings conducted by the Adirondack Park Agency on projects under review by said Agency, periodic reports on the activities of the Adirondack Park Agency to the Supervisor of the **TOWN**, especially as such activities affect the residents of the **TOWN** and generally to report on the administration and enforcement of the Land Use and Development Plan set forth in the Executive Law of the State of New York.

THE TOWN OF LONG LAKE

By Supervisor

THE ADIRONDACK PARK LOCAL GOVERNMENT REVIEW BOARD

By Gerald W. Delaney
Executive Director