Emailed DC 6-13-24

The Town of Islip held a Town Board meeting on Tuesday, June 11, 2024 at 2:00pm, at Islip Town Hall, 655 Main Street to consider amending the Uniform Traffic Code of the Town of Islip.

Now, therefore, on a motion made by Councilperson James P. O'Connor, seconded by Councilperson Michael McElwee, Jr.,

Be it, resolved, that the Uniform Traffic Code has been amended.

SCHEDULE C PROHIBITED TURNS ADD

LOCATION CONTROLLING PROHIBITED HOURS TRAFFIC TURN

West on curb cut

Lakeland Avenue at curb cut (1195 Lakeland Avenue) 150 ft. north of Kahle Street (BHM)

SCHEDULE J
PARKING, STOPPING AND STANDING REGULATIONS
AMEND TO READ

LOCATION REGULATION HOURS/DAYS

Middle Road/North
From 60 185 ft. east of Montauk Hwy.
to Montauk Hwy. (SVL)

No parking stopping

Middle Road/North
From Collins Ave. to 75 185 ft. east of Montauk Hwy. (SVL)

Limited parking 2 hours

9:00 a.m. to 6:00 p.m., except Sunday

Left

Middle Road/South
From 180 165 ft. west of Collins Ave. to Collins Ave. (SVL)

No parking stopping

Middle Road/South
From 40 ft. east of Montauk Hwy. for to
180 210 ft. east of Montauk Hwy. (SVL)

Limited parking 2 hours

9:00 a.m. to 6:00 p.m., except Sunday

ENDTO DL. 3.24

1 of 2

SCHEDULE J PARKING, STOPPING AND STANDING REGULATIONS ADD

REGULATION HOURS/DAYS LOCATION Cedar Avenue/South From 230 ft. south of Peconic St to No parking 300 ft. south of Peconic St (RNK) East Forks Road/East From 100 ft. south of terminus to No parking terminus (BSR) Higbie Lane (CR 82)/East From Edgewood Road to 25 ft. north No stopping of Edgewood Road (WIS) Higbie Lane (CR 82)/East From 40 ft. south of Edgewood Road No stopping to Edgewood Road (WIS) Higbie Lane (CR 82)/West From 75 ft. north of Edgewood Road No stopping to Edgewood Road (WIS) Higbie Lane (CR 82)/West From Edgewood Road to 40 ft. south No stopping

of Edgewood Road (WIS)

Sage Street/North
From 125 ft. west of Wilson Blvd. to

No parking

Bark Avenue (CIS)

Upon a vote being taken the result was 4-0 with Councilperson John M. Lorenzo absent.