

AGENDA  
BOARD OF SELECTMEN  
MONDAY – NOVEMBER 14, 2016  
8:00 A.M. – ROOM A – TOWN CAMPUS

8:00 a.m. Regular Session

1. Pledge of Allegiance
2. Approval of minutes –October 24, 2016
3. First Selectman's comments
4. Citizen comments

NEW BUSINESS

5. Discuss and take action on a Proclamation honoring Eagle Scout Michael Rossi.

6. Discuss and take action to approve a Line-Item Transfer request of \$107,834.85 from Salary Adjustments (1-100-8100-0000-1330-830-00) for Salary Reconciliation into Town departments.

7. The following line transfers are designated as routine and appropriate for approval as a single action by the Board of Selectmen, if so desired. A board member may request removal of any line transfer item from the consent agenda for review and discussion.

Motion: To approve Line Transfers totaling \$4,721.00.

8. Discuss a proposed ordinance governing work within the right-of-way of public roads.

9. Discuss and take action to award the contract for the Arts Barn roof project.

10. Discuss and take action to approve changes to the Board of Selectmen Policies regarding Bonding Requirements for Bids.

11. Discuss and take action on accepting the Board of Selectman 2017 Meeting Schedule.

12. Discuss and take action on approving the 2017 Town Holidays Schedule.

13. Update on the status of the Senior Tax Relief Ordinance.

14. Update on the status of the Academy School workshop schedule.

15. Discuss and take action to approve the resignation of Sharon Kokoruda from the Board of Finance, effective November 28, 2016.

16. Discuss and take action to approve the resignation of Ronald Cozean from the Zoning Board of Appeals.

17. Appointments:

William Piggot from an alternate to member of the Zoning Board of Appeals for a term to begin on December 1, 2016 and to end on January 1, 2017.

18. Discuss and take action on naming the bleachers at Strong Field.

19. Tax abatements / refunds.

20. Citizens comments.

21. Comments from Joan Walker.

22. Liaison Reports/Selectmen Comments

23. Adjournment