

**TOWN OF HOLLISTON
SELECT BOARD
AGENDA**

703 Washington Street

508-429-0608

October 3, 2022

SELECT BOARD MEETING ROOM - 105

7:00 P.M.

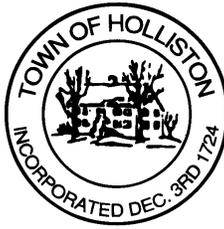
- 1.) Weekly Warrant
- 2.) Execute Town Administrator Contract (July 1, 2023 to June 30, 2026)
- 3.) Updates of the Town Administrator
- 4.) Board Business
 - a. Review Letters of Interest for Traffic Advisory Committee (TAC); appointment to TAC (Resident At-Large) through June 30, 2023
 - b. Vacation accrual side letter with DPW Laborers'

7:30 P.M.

UPPER TOWN HALL

- 5.) Pre-Fall Town Meeting (Oct. 17, 2022) Forum – Warrant Review with Town Moderator and Town Counsel; *members of other Committees, including the Finance Committee, will be present and potentially involved in deliberation*
 - a. Review Town Meeting Process
 - b. Review Articles of Warrant (posted on-or-before 9/30)
 - c. Questions & Answers / Public Comment
 - d. Any Other Items of Interest

Town Hall has limited Public Access, to join the Select Boards Meeting go to: <https://us02web.zoom.us/j/87849105750> and enter 24680 for password. You can also join by phone by calling 1-646-558-8656 then enter Meeting ID: 878 4910 5750 and when prompted for password enter 24680



Public Comment can be sent to the Select Board in advance of the meeting (by 4pm day of meeting) to MuzzyD@holliston.k12.ma.us and be read into the record by the Town Administrator or Chair of the Board.

During the meeting, if attending remotely, the Select Board Chair will recognize the in-person and remote audience under “Public Comment” on the agenda. If participating remotely, stakeholders may notify the Board of interest in public comment by using the “Chat” function on Zoom, or by using the “Raise Hand” function found under the “Reaction” button.

*If participating remotely via phone, when invited to add Public Comment, press *9 to indicate you would like to speak. Once recognized by the Chair of the Board you must use *6 to unmute [the Zoom moderator will automatically mute all participants when they join].*