

**TOWN OF HOLLISTON
SELECT BOARD
AGENDA**

703 Washington Street

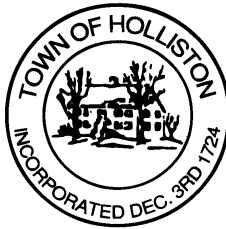
508-429-0608

December 4, 2023

**HYBRID-ZOOM OR SELECT BOARD MEETING
ROOM 105**

7:00 p.m.

- 1.) Zoe Moreau update (MASSCALL3)
- 2.) Open Warrant for 2024 Annual Town Meeting (May 13, 2024)
- 3.) Warrants
- 4.) Public Comment
- 5.) Comments from the Town Administrator
- 6.) Financial Discussions
 - a. FY2025 Select Board Budget Schedule
 - b. OPEB Actuarial Report
 - c. Financial Policy Update for 2023 (bi-annual)
- 7.) Board Business
 - a. Annual Licenses – All Alcohol Package Stores, Beer & Malt, Common Victuallers, Class II – Used Car, Class III – Junk, Entertainment, Restaurants and Amusement Devices
 - b. Holiday Schedule for 2024
 - c. Community Farm BonFire December 31, 2023



- d. LLA form for the ABCC; Seasonal Population Increase Form for ABCC
- e. Donation from Arcadian Farms a Yamaha electric piano to the Senior Center

8.) Other Business

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 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 person 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}