



TOWN OF NORTH BROOKFIELD
MASSACHUSETTS 01535

OFFICE OF THE BOARD OF SELECTMEN

MEETING NOTICE
JUNE 13, 2017 @ 6:00 PM
SENIOR CENTER
29 FOREST STREET

AGENDA

I. APPROVAL OF MINUTES

- May 30, 2017
- June 1, 2017
- June 6, 2017

II. APPROVAL OF WARRANTS

- School Windows Warrant #1059 for \$22,963.50
- School Warrant #1060 for \$59,861.13
- General Warrant #1061 for \$71,684.32
- Payroll Warrant #26 for \$493,808.00

III. FINANCIAL ITEMS

- A. Review of FY18 Balance sheet
- B. Review FY17 budgets
- C. Transfer requests

IV. OLD BUSINESS

- A.

V. NEW BUSINESS

- A. Highway monthly report
- B. Appointment of Water Department Operator

VI. ANNOUNCEMENTS

- A. Dog licenses are now overdue, and there is a \$5 late fee
- B. Tyler Wolanin office hours

VII. PENDING/FUTURE AGENDA ITEMS

- See attached list

VIII. PUBLIC PARTICIPATION

- The public has the opportunity to briefly comment through the Chairman, with a two-minute limit.

IX. EXECUTIVE SESSION

- None

AGENDA ITEMS LISTED ARE THOSE REASONABLY ANTICIPATED BY THE CHAIR TO BE DISCUSSED AT THE MEETING. NOT ALL ITEMS MAY BE DISCUSSED, AND OTHER ITEMS NOT LISTED MAY BE BROUGHT UP FOR DISCUSSION TO THE EXTENT PERMITTED BY LAW.

PROJECT STATUS AND PENDING/FUTURE SELECTMEN'S AGENDA ITEMS
Updated 041817

PROJECT

NBDDP/Aztec

Solar contracts on Municipal Property
Purchase Orders
Creation of Financial Advisory Committee
Personnel policies
98 Shore Road
Electric aggregation
Community Compact projects

Ask about COG (Insurance etc.)

Financial Forecasting
Capital Planning

CMRPC/Regional Shared Services

IT Grant
Town House restoration project

Bates Observatory

STATUS

Planning Final Remediation
Quaboag Compiling info on
Property Use
Negotiating leases
Pending
Pending
In progress
Pending
Pending

How to approach surrounding
Towns?
Final report delivered
Finalizing UMAS questions on
School projects
Final report due May 11.
Regional survey - services being
considered
IT work in progress
FOTH Capital Campaign
Awaiting Great Hall Grant Results
(June)
BAY PATH Logo Contest
Use Renderings Complete
Pending