



CARVER SELECT BOARD

July 18, 2023

5:00 PM

Carver Town Hall- Meeting Room #1

Posted in accordance with the provisions of M.G.L. Chapter 30A, §20b

This meeting is being cablecast by Area 58 Community Access Media, Channel 15, and will be posted by Area 58 on You Tube as soon as possible. There are openings on several Committees - please refer to the front page on our website for a listing and application.

The Board Chair reasonably anticipates the following matters will be discussed and/or voted on at this meeting. All times are approximate and agenda items may be taken out of order for time management consideration.

5:00PM Executive session pursuant to G.L. c. 30A, §21(a)(2), to discuss strategy with respect to non-union personnel and for non-union negotiations (Maintenance Director), and for G.L. c. 30A §21(a)(3) union negotiations (Police) that if discussing the matters in open session may have a detrimental effect on the bargaining position of the Town

Pledge of Allegiance & community prayer

6:00PM Citizens Participation: *All statements made during the Citizens Participation public comment period should be kept to a maximum of three minutes. The Citizens Participation session shall be up to ten minutes per meeting.*

6:10PM Application for appointment to Conservation Commission (3-year term ending 6/30/2026: Ann Chadwick-Dias

6:15PM Discussion and possible vote for Emergency Medical Services rate schedule increase

6:25PM Ratify Police Union Contract

6:30PM Ratify Operations & Maintenance Director Contract

6:35PM Status update on previously approved ARPA projects

6:40PM Town Administrator Update

6:45PM Minutes/Licenses/Topics not reasonably anticipated by the Chair 48 hours in advance of meeting

Minutes of 6/26/23

Select Board Announcements

Next Meeting: August 15

Adjourn

It is requested that discussion during Select Board meetings should be courteous and respectful. During each topic on the agenda, there will be no questions from the audience, as this is a working Board meeting.