

TENTATIVE AGENDA
REGULAR TOWN COUNCIL MEETING in COUNCIL CHAMBERS & via ZOOM
THURSDAY, SEPTEMBER 24TH, 2020
4:30 PM

‘This is a fragrance-free building. Please help us to accommodate our co-workers and clients who are chemically sensitive to fragrances and other scented products. Thank you for not wearing perfume, aftershave, scented hand lotion, fragranced hair products, and or similar products.’

1. Roll Call
2. Pledge of Allegiance
3. Approval of Minutes: Regular Town Council and Public Hearing for July 9, 2020.
4. Adjustments to the Agenda

OLD BUSINESS:

NEW BUSINESS:

5. Special Presentations:
 - a. CIRD Presentation
 - b. Resolve #2-2020 MMA Workers’ Compensation Safety Incentive Program
6. Town Manager’s Report
7. ORDER #223-2020 Execution of the Warrant for September 17, 2020.
8. ORDER #224-2020 Execution of the Warrant for September 24, 2020
9. ORDER #225-2020 Approval of Planning Board Application (Anderson)
10. ORDER #226-2020 Approval for Replacement of the Roofing and Siding at the Central Pump Station
11. ORDER #227-2020 Authorization to Provide Funds for Subsidized Transportation to Millinocket Residents.
12. ORDER #228-2020 Approval to Consult with Ransom Consulting Engineers and Scientists.
13. ORDER #229-2020 Amendment of Economic Development Loan Terms
14. ORDER #232-2020 Termination of the Town Manger’s Employment Agreement
15. Reports and Communications:
 - a. Warrant Committee for October 8th, 2020 Council Meeting: Council Jackson and Councilor Madore.
 - b. Chair’s Committees Reports
 - c. Two Minute Public Comment
16. Adjournment:

The Town of Millinocket will enforce Social Distancing Mandate Regulations. Public Comments and Zoom attendance requests can be emailed to the Town Manager Prior to the Meeting: manager@millinocket.org or call (207) 723-7000 Ext.5 to make special arrangements. The meeting is also streamed live for your convenience @ townhallstreams.com, find the direct links on our website @ millinocket.org. We thank you for complying.

****Stay Healthy, Stay Safe****