

**Tinmouth Select Board  
Draft Agenda  
Tuesday, January 3, 2023  
~ 6:00 PM ~**

**PLEASE NOTE CHANGE OF DAY**

Meetings are now in person at the Town Office. If you wish to participate via teleconferencing please join the meeting from your computer, tablet or smartphone at Join Zoom Meeting <https://zoom.us/j/97744928600?pwd=Y1dYcmxNS0dPKzV5NnBzZ2JZMXh0UT09>

**Meeting ID: 977 4492 8600      Passcode: 218462**

If this link doesn't work, please contact the town office by email [tinmouthtown@vermontel.net](mailto:tinmouthtown@vermontel.net) and you will be forwarded the link.

**You can also dial in using your telephone.** This is NOT a toll free number.

+1 646 876 9923 US (New York) **Meeting ID: 977 4492 8600      Passcode: 218462**

**Welcome**

**Call to Order**

**Review Agenda**

**Minutes: December 8 and December 14, 2022**

**Citizen's Input**

**Public Works Project Update:**

**Morton Buildings – Rick Smyrski**

**Ratify Efficiency Incentive Contract with Efficiency Vermont**

**Highway:**

**Eric Buffum, Road Commissioner**

**Review Draft #4 FY24 Highway Budget**

**Wood Chipper**

**Procurement Guidelines for Used Equipment**

**Review Highway Work Plan for 2023**

**Financial:**

**Review FY 23 Financial Reports**

**Warrants/Orders**

**Review Draft #4 FY24 General Budget**

**FY22 End of Year Fund Balances (Hwy and General)**

**Old Business:**

**Prep for Info meeting for Re-vote of the right of way- volunteers to set up/clean up CC**

**Follow-Up List Review**

**Review draft financial policies requested by Auditors – Cash Receipts, Petty Cash and**

**Returned Checks Policy, and Accounting, Auditing and Financial Reporting Policy**

**New Business:**

**Common Level of Appraisal and Co-efficient of Dispersion for 2023 – Appeal?**

**Review Draft Warning for March 7<sup>th</sup> Town Meeting**

**Feedback Form Review:**

**Members Concerns:**

**Misc. Correspondence/Mail:**

**Executive Session:**

**Next Meeting: Thursday, January 12, 2023 – Informational Meeting for Special Vote**