

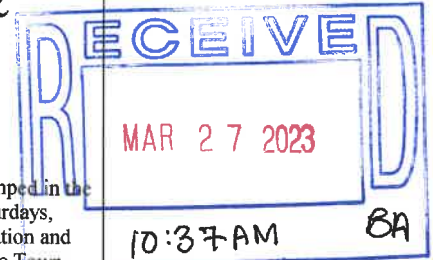


MEETING NOTICE POSTING & AGENDA

TOWN OF HULL

Pursuant to MGL Chapter 30A, § 18-25 all Meeting Notices must be filed and time stamped in the Town Clerk's Office and posted at least 48 hours prior to the meeting (excluding Saturdays, Sundays and Holidays). Please be mindful of the Town Clerk's business hours of operation and make the necessary arrangements to ensure this Notice is received and stamped in by the Town Clerk's Office and posted by at least 30 minutes prior to the close of business on the day of filing.

TOWN CLERK'S STAMP



Board or Committee	Hull Historical Commission
Date & Time of Meeting	Tuesday, April 11, 2023 - 7:00 PM
Meeting Location	<p>Topic: Hull Historical Commission Time: Apr 11, 2023 07:00 PM Eastern Time (US and Canada)</p> <p>Join Zoom Meeting https://us06web.zoom.us/j/89151265687?pwd=M2w4bG1icXh1SUIRNy9uM1l4aVhKdz09</p> <p>Meeting ID: 891 5126 5687 Passcode: 915017 One tap mobile +19292056099,,89151265687#,,,,*915017# US (New York) +13017158592,,89151265687#,,,,*915017# US (Washington DC)</p> <p>Dial by your location +1 929 205 6099 US (New York)</p>
Requested By:	Steven Greenberg

This meeting is being held remotely by telephone as an alternate means of public access pursuant to an Order issued by the Governor of Massachusetts dated March 12, 2020 Suspending Certain Provisions of the Open Meeting Law. You are hereby advised that this meeting and all telephone communications during this meeting may be recorded by the Town of Hull in accordance with the Open Meeting Law.

AGENDA

(items may be taken out of order)

- 1. Approval of Minutes of February meeting**
- 2. Update on Select Board response to our letter requesting a joint meeting.**
- 3. Update on House Plaque program**
- 4. Joint letter with Historic District**
- 5. Other Business**

The listings of items are those reasonably anticipated by the Chair which may be discussed. Not all items listed may in fact be discussed and other items not listed may also be discussed to the extent permitted by law