



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
RECEIVED
SEP 14 2021
11:30 am LW

Board or Committee	School Committee Meeting
Date & Time of Meeting	Monday, September 20, 2021 at 6:30 pm
Meeting Location Full Address	Remote meeting via telephone conference call: Dial In-Number: 1 (646) 749-3122 Access Code: 511-702-005
Requested By:	Maggie Ollerhead

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.

INSTRUCTIONS TO JOIN BY TELEPHONE:

1. DIAL IN-NUMBER: 1 (646) 749-3122
ACCESS CODE: 511-702-005
2. You may also connect via computer by following this link: <https://global.gotomeeting.com/join/511702005>
3. If using computer you need to have a microphone or you will not be able to speak.

AGENDA

Open meeting in Open Session before going directly into Executive Session pursuant to M.G.L. c. 30A, Section 21(3) – to discuss strategy with respect to collective bargaining or litigation if an open meeting may have a detrimental effect on the bargaining or litigating position of the public body and the chair so declares. An open meeting may have a detrimental effect. The Committee is not expected to reconvene in Open Session.

ADDITIONAL NOTES FOR REMOTE MEETINGS

1. All or any of the members of the public body may choose to participate in a public meeting via remote access. Meetings may be virtual, in their entirety. All members who participate remotely must be clearly audible.
2. If due to special circumstances members of a Board are meeting in person, for everyone's safety, the public will not be allowed into a Board/Committee meeting, even where there are any members of the public body and/or town staff or official(s) physically present at the meeting location during the meeting. Remember also that Town Hall is closed to the general public.
3. However, the public will be provided with alternative access through which they can watch or listen to meetings "in real time," and meeting notices will specify the manner in which members of the public may access audio or video of the meeting as it is occurring.
4. If, despite our best efforts, our technological capabilities do not adequately support public access to virtual or remote meetings, the town will ensure that an audio or video recording, transcript, or other comprehensive record of the proceedings at the meeting is posted on the town's website as soon as possible after the meeting.
5. Notices for public hearings will contain additional information about how the public may participate via electronic/technological means.
6. For executive session meetings, public access to the meeting will be limited to the open session portion(s) of the meeting only. Public access to any audio, video, internet or web-based broadcast of the meeting will be discontinued when the public body enters executive session.
7. Where individuals have a right, or are required, to attend a public meeting or hearing, including executive session meetings, they will be provided with information about how to participate in the meeting/hearing remotely.
8. Meeting notices will still be posted at least 48 hours in advance (not counting Saturdays, Sundays, or legal holidays), unless it is an emergency meeting as defined under the Open Meeting Law. Minutes will still be taken.