



Water & Sewer Infrastructure Advisory Committee Meeting Agenda

Received by Town Clerk
3/7/23 1:25 PM

MEETING DATE: MARCH, 13 2024, 7:30 PM

MEETING LOCATION (IN PERSON with VIRTUAL OPTION):

- IN PERSON: SWAMPSCOTT TOWN HALL, 22 MONUMENT AVE., 1ST FLOOR CONFERENCE ROOM
- VIRTUAL OPTION (SEE MICROSOFT TEAMS DETAILS BELOW)

*THIS MEETING OF THE SWAMPSCOTT WATER & SEWER ADVISORY COMMITTEE WILL BE HELD **IN-PERSON** AT THE LOCATION PROVIDED ON THIS NOTICE. MEMBERS OF THE PUBLIC ARE WELCOME TO ATTEND THIS IN-PERSON MEETING. VIRTUAL ACCESS TO THIS MEETING IS ALSO AVAILABLE. ACCESS INFORMATION IS INCLUDED AT THE BOTTOM OF THIS AGENDA.*

NEW AND OLD BUSINESS (POSSIBLE ACTION/VOTES OF THE COMMITTEE)

1. APPROVAL OF 2/28/24 REGULAR MEETING MINUTES
2. PUBLIC COMMENT
3. DISCUSSION AND POSSIBLE VOTE ON ROLE OF ALTERNATES
4. GLOSSARY
5. BEACH WATER & OUTFALL TESTING
6. UPDATE ON CURRENT WATER & SEWER PROJECTS
7. DISCUSSION OF COMMITTEE PRIORITIES
8. UPDATES FROM WORK GROUPS (IF ANY ARE READY)
9. ANY UNANTICIPATED BUSINESS THAT ARISES

*AS SET FORTH ABOVE, THIS MEETING OF THE SWAMPSCOTT WATER & SEWER INFRASTRUCTURE ADVISORY COMMITTEE WILL BE HELD **IN-PERSON** AT THE LOCATION PROVIDED ON THIS NOTICE. MEMBERS OF THE PUBLIC ARE WELCOME TO ATTEND THIS **IN-PERSON** MEETING.*

IF ACCESSING THE MEETING ONLINE OR ON THE SMARTPHONE APP, YOU WILL BE MUTED UPON ENTERING THE MEETING BUT CAN BE UNMUTED TO SPEAK BY USING THE "RAISE YOUR HAND" FEATURE IN THE APPLICATION. IF YOU ARE VIEWING THE MEETING BY PHONE, FACEBOOK LIVE, OR ON TV, YOU CAN EMAIL QUESTIONS IN ADVANCE OR DURING THE MEETING TO GINO CRESTA AT [GCRESTA@SWAMPSCOTTMA.GOV](mailto:gcresta@swampscottma.gov).

ONLINE:

- [CLICK HERE TO JOIN THE MEETING](#) OR COPY & PASTE THIS IN YOUR BROWSER TO JOIN TEAMS: <https://bit.ly/3wD7TV2>
 - MEETING ID: 291 794 842 176 PASSCODE: GMfnY6
 - **NOTE:** YOU WILL NEED COMPUTER SPEAKERS IN ORDER TO HEAR THIS MEETING
- Or call in (audio only): [+1 323-694-9686](tel:+13236949686), [848323724#](tel:+1848323724) Phone Conference ID: 848 323 724#