

**TOWN OF SWAMPSCOTT**

**NOTICE OF MEETINGS OF TOWN DEPARTMENTS AND ALL TOWN BOARDS  
As Required by Chapter 28 of the Acts of 2009 which amends MGL Ch. 30A**

**SWAMPSCOTT HOUSING AUTHORITY**

**Tuesday, July 12, 2016**

**5:30 PM**

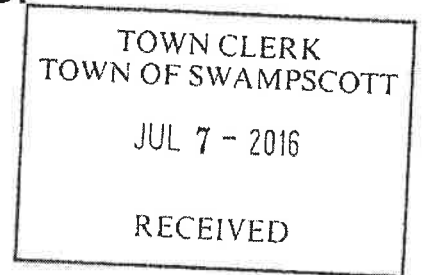
**Office of Swampscott Housing Authority  
6 Duncan Terrace Swampscott, MA 01907**

**TOPICS TO BE DISCUSSED:**

**Agenda**

**Tuesday, July 12, 2016**

**5:30 PM**



**Approval of Minutes: June 14, 2016**

**Approval of Vouchers: July, 2016**

**Correspondence/Updates: (1) Project #291041 Structural/Foundation Doherty Circle & Duncan Terrace; Project #291046-Electrical Improvements-Burrill Street/Doherty Circle.**

**New Business: Open Meeting Law Certificate**

**Adjournment:**

**Next Monthly Meeting: August 9, 2016.**

Please note that the Board may act on items in a different order than they appear on this agenda.  
Also, if it so votes, the committee may go into Executive Session.

**PERSONS INTERESTED ARE ADVISED THAT, IN THE EVENT ANY MATTER TAKEN UP AT THE MEETING REMAINS UNFINISHED AT THE CLOSE OF THE MEETING, IT MAY BE PUT OFF TO A CONTINUED SESSION OF THIS MEETING WITHOUT FURTHER NOTICE.**

For your information the section of the M.G.L. that pertains to postings of meetings is as follows: Except in an emergency, in addition to any notice otherwise required by law, a public body shall post notice of every meeting at least 48 hours prior to such meeting, excluding Saturdays, Sundays and legal holidays. In an emergency, a public body shall post notice as soon as reasonably possible prior to such meeting. Notice shall be printed in a legible, easily understandable format and shall contain: the date, time and place of such meeting and a listing of topics that the chair reasonably anticipates will be discussed at the meeting. For meeting of a local public body, notice shall be filed with the Municipal clerk and posted in a manner conspicuously visible to the public at all hours in or on the municipal building in which the clerk's office is located.