

*Town of Atkinson  
Board of Selectmen*

**AGENDA**

*Monday, April 3, 2023*

**6:00 – Open Regular Meeting:**

- The meeting will be opened at 6:00 PM on Monday, April 3, 2023, in the Selectmen’s Office at the Atkinson Town Hall.

**Pledge of Allegiance**

**Attendance**

**Appearances:**

- Quarter 1 Budget Update – Gloria Buendia-Becerra, Finance Director
- Sun n’ Fun Counselor Pay Rate – Noriko Yoshida-Travers
- Boy Scout Troop 9-Tech Waste Fundraiser– John Troy

**New Business:**

- Building Inspectors Inspection Pay Increase
- Master Plan Forum and Public Outreach
- Elder Assistance Payment Request
  - Heating Oil
  - Cremation
- Recording Secretary – New Hire
- Library Trustee Appointment
- DPW Operations and Duties

**Old Business:**

- Community Center Grant Options

**Assessing:**

- 2023 Veterans' Tax Credit
  - Map 1 Lot 12051-06-205                      Rec: Grant \$750
  - Map 14 Lot 102                                      Rec: Grant \$750
  - Map 14 Lot 66                                        Rec: Grant \$750

**Liaison Report:**

- Selectmen to give update on their committee assignments.

**Donations:**

- AED Donation Acceptance – Lions Club

**Approval of Minutes:**

- 03/22/2023 – Regular Meeting Minutes
- 03/22/2023 – Workshop Meeting Minutes

**FYI:**

- Bulk Waste Collection will be taking place on Saturday, April 8<sup>th</sup>. All those that want to participate need to complete a form and return it to the Town Administrator's office along with a check by noon on Wednesday, April 5<sup>th</sup>. Please visit the Town website for more information.
- Last chance to apply for a board/committee seat. There are several vacancies listed on the Town website. All those interested should complete an application and return it to the Town Administrator's office by noon on Friday, April 14<sup>th</sup>.

**Future Agenda:**

- Next Selectmen's meeting will be held on Monday, April 17, 2023, at 6:00 PM.

**Non-Public Meeting:**

- RSA 91-A:3, II (a) Personnel
- RSA 91-A:3, II (c) Reputation