# TOWN OF BEDFORD TOWN COUNCIL MEETING TOWN MEETING ROOM 10 MEETINGHOUSE ROAD January 26, 2022 7:00 PM

# **AGENDA**

- 1. ROLL CALL
- 2. PLEDGE OF ALLEGIANCE
- 3. PUBLIC COMMENTS\*
- 4. PUBLIC HEARING
  - a. Second public hearing on the proposed 2022 budget

# 5. NEW BUSINESS

- a. Scheduling of a public hearing for consideration of the Hazard Mitigation Plan update
- b. 2022 Roads Program update and award of contract extension
- c. Award of bid (2) six wheel cab & chassis (dump trucks)
- d. Award of bid (2) six wheel equipment
- e. Award of bid (1) Mechanic service truck with plow
- f. Action on request to release legal opinion regarding modifying the Town Charter
- g. Appointment to the Highway Safety Committee
- h. Other New Business

# 6. OLD BUSINESS

a. Other Old Business

# 7. APPROVAL OF MINUTES

- a. Public Session January 12, 2022
- b. Non-Public Session January 12, 2022

# 8. TOWN MANAGER REPORT

- 9. COUNCILOR COMMENTS AND COMMITTEE UPDATES
- 10. NON-PUBLIC RSA 91-A:3 (if necessary)
- 11. ADJOURNMENT

All schedule times are approximate and are for the Chairman's use only. Any person with a disability who wishes to attend this public meeting and needs to be provided a reasonable accommodation in order to participate, please call the Town Offices at 472-5242 at least 72 hours in advance so that arrangements can be made.

<sup>\*</sup>The Town Council welcomes citizen comments before the start of the agenda for up to 5 minutes per person. When appropriate, the Chair may allow for reasonable input from the public during discussion of agenda items. Individuals desiring items on the Council agenda must contact the Town Manager's Office at 472-5242 by 4:30 PM on the Thursday prior to the meeting. The Council normally meets on the 2nd and 4th Wednesday of the month. Anyone with a mobile device is asked to put it on mute. Anyone with a mobile device that goes off during the meeting is expected to leave. The Council will not hear any new items after 10pm. The Council has the ability to waive its rules.