## GLOCESTER LAND TRUST NOTICE OF MEETING

The regular meeting of the Glocester Land Trust will be held on Tuesday, January 12, 2016, at 7:00 p.m. at the Glocester Town Hall in Chepachet, RI.

## **AGENDA**

I.	Call to order and roll call
II.	Pledge of Allegiance
III.	Open Forum Agenda Items Only
IV.	Approval of minutes of previous meeting (discussions and /or action)
	a. 12/08/15 minutes
V.	GLT Treasurer's Report (Roy) discussions and /or action
VI.	Approval of Bills (discussions and /or action)
	a. John Bevilacqua – monthly fee for December \$1,000.
	b. Judi Rix – minutes for December 8, 2015 <b>\$145.00 plus \$11.09 FICA</b>
VII.	Old Business (discussion and/or action)
	a. Update to GLT Treasurer's financial reconciliation report – Roy
	b. Review of volunteer hour documentation Steven
VIII.	New Business (discussions and/or action)
	a. Distribution of Draft Steere Hill/LePlat/Phillips Management Plan –
	Roy and Rebecca
	b. Approval amount Per hour for Judi Rix to oversee Hyperlinked Agenda
	and assistance with OneDrive as needed - Steven
	c. Request for extension of time to complete Joe Sweet Trailhead Grant – Roy
	d. Parental Consent Approval Form Discussion - Gene and Rebecca
	e. Conflict of Interest and Code of Ethics Affirmation Forms – Steven
	f. Supervision of Youth Policy for GLT – Gene
	g. Request for inclusion of three site projects within Dahlquist Property
	Easement – Steven
IX.	Correspondence
Χ.	<b>Trail Inspection Reports</b> Steven (discussions and/or actions)
XI.	Monthly GLT Activities - Reports (discussions and/or actions)
XII.	Open Forum
XIII.	Seek to convene to Executive Session Pursuant R.I.G.L. 42-46-5 (a) and (2,5)
XIV.	Seek to convene to Open Session
XV.	Disclose votes taken in executive session
XVI.	Adjournment
XVII.	Posted: Time:

The Glocester Town Hall is accessible to people with disabilities. Individuals requiring interpreter services for the hearing impaired must notify the Town Clerk at (401) 568-6206 not less than 72 hours in advance of the meeting date. TDD #401-568-1422.