

Select Board Meeting Notice AGENDA



EXECUTIVE SESSION

<u>Date</u> March 19, 2024 <u>Time</u> 6:00 PM

Location
Bourne Veterans' Community Building
239 Main St., Buzzards Bay

OWN CLERK Billing

All items within the meeting agenda are subject to deliberation and vote(s) by the Select Board.

6:00 PM Call Public Session to Order in Open Session

Select Board Executive Session

- 1. Motion to enter into Executive Session pursuant to G.L. c.30A, §21(a) (Purpose 3) to discuss strategy with respect to collective bargaining or litigation if an open meeting may have a detrimental effect on the bargaining or litigating position of the public body and the chair so declares. Litigation Update with Town and Insurance Counsels to include any of the following: Cape Club Building Inc. & another v. Town of Bourne Conservation Commission, Barnstable Superior Court No. 2372CV00398; Andrews v. McCollem & others, Barnstable Superior Court No. 2372CV00280; Coffey v. Town of Bourne, District of Massachusetts No. 1:22-CV-11972-WGY; Swartz v. Town of Bourne & another, Barnstable Superior No. 1972CV00512, Galligan & another v. Town of Bourne Board of Health & others, Barnstable Superior No. 2372CV00021, Sweigert v. Zoning Board of Appeals, Land Court No. 23MISC000059, and Police Headquarters construction issues and threatened litigation.
- 2. Pursuant to G.L. c.30A §21(a)7 (Exemption 7), motion to enter into Executive Session for the purpose of determining whether the Board should continue to withhold from public disclosure the following Executive Session Minutes, and all related documents and exhibits, under the authority of G.L. c.30A, §22(f) and c.4, §7, cl.26(a): 1/3/23; 3/21/23; 6/6/23; 1/23/24
- 3. Roll call vote to convene in Executive Session for the purpose stated. The Select Board will reconvene in open session at the end of the Executive Session. The Chair will report out a summary of any votes taken during the Executive Session.

Conduct Executive Session. Roll call vote to adjourn the Executive Session.

Adjourn