



TOWN OF WAKEFIELD

FINANCE COMMITTEE

NOTICE OF MEETING
Finance Committee Town Hall Subcommittee
January 19th, 2023 | 4:00 p.m.
Town Hall – Second Floor Conference Room

Via Zoom: <https://us06web.zoom.us/j/83922022124?pwd=Sk9xSDNNOEZXa3hPZjF6eUxtRW5rQT09>

Consistent with the Governor's orders extending certain provisions of the Open Meeting Law, every effort will be made to allow the public to view and/or listen to the meeting in real time. If you do not have a camera or microphone on your computer you may use the following dial in number: 1-301-715-8592 Meeting ID 839 2202 2124 Passcode 951162. Please only use dial in or computer and not both, as audio feedback will distort the meeting. This meeting will be audio and video recorded. In compliance with the Americans with Disability Act, this location is accessible to people with disabilities, Wakefield provides reasonable accommodations and/or language assistance free of charge upon request. If you are a person with a disability and require information or materials in an alternate format, or if you require any other accommodation, please contact the Town's Disability Coordinator, William Renault-Town Engineer at 781-246-6308 as far in advance of the event as possible. Every effort will be made to grant your request. Advance notification will enable the Town to make reasonable arrangements to remove an accessibility barrier for you.

Item 1 | Call to Order

Item 2 | Public Participation

Item 3 | Approval of Minutes – January 11th, 2023

Item 4 | Review of Town Hall Department Budgets for Fiscal Year 2024

- A. Budget #4 - Treasurer
- B. Budget #18 – Fire Alarm/Traffic Signals.
- C. Budget #19 – Emergency Management.
- D. Budget #20 – Inspectional Services.
- E. Budget #27 – Recreation.
- F. Budget #28 – Veteran's Services.
- G. Budget #36 – Street Lights.
- H. Budget #38 – Historical Commission.
- I. Budget #41 – Unemployment.
- J. Budget #42 – Reserve Fund.
- K. Budget #44 – Professional Medical.

Item 5 | Committee Comments

Item 6 | Adjournment

