TOWN OF WAYLAND - TOWN CLERK'S OFFICE NOTICE OF MEETINGS OF TOWN BOARDS/COMMITTEES/COMMISSIONS

Posted in accordance with the provisions of the Open Meeting Law www.mass.gov/ago/openmeeting

*In compliance with the revised Open Meeting Law requirements, we will live stream the meeting via Zoom and, in some instances, on WayCAM. No in-person attendance of members of the public will be permitted. The Zoom meeting can be entered using the following link: Zoom LINK PW: https://zoom.us/j/93297396647?pwd=Lzg4R2dXNUVZNWZzTkp5cE96aW85dz09
PW: 362407

**To make a public comment via Zoom, perform a virtual "hand raise". The meeting moderator will contact you via a chat message to acknowledge your request and will inform the chair of your request to comment. Instructions for performing a virtual "hand raise" can be found at https://support.zoom.us/hc/en-us/articles/205566129-Raisingyour-hand-In-a-webinar

NAME OF BOARD/COMM: Wayland Cultural Council

FILED BY: Rachel Sideman-Kurtz

DATE OF MEETING: Tuesday, January 12, 2021

TIME OF MEETING: 7:00 P.M.

PLACE OF MEETING: Wayland Town Building, 41 Cochituate Road/ZOOM

<u>NOTE:</u> Notices and agendas are to be posted at least 48 hours in advance of the meetings <u>excluding</u> Saturdays, Sundays, and legal holidays. Please keep in mind the Town Clerk's business hours of operation and make the necessary arrangements to be sure this notice is received and stamped in an adequate amount of time.

AGENDA

Review & Approve Minutes of 12/1/20
Introduce Possible New Council Member
Update on Future Planning - Community Forum/Policies
Review and Vote on Grant Applications
Next Meeting Dates

<u>NOTE:</u> Per changes to the Open Meeting Law, notice of any meeting of a public body shall include "A listing of topics that the chair reasonably anticipates will be discussed at the meeting". AG's Office guidelines state that the list of topics shall have sufficient specificity to reasonably advise the public of the issue to be discussed. Please list those topics on the above agenda.