



**Board of Trustees  
Special Meeting Agenda  
Fraser Town Hall, 153 Fraser Avenue and Virtually  
Wednesday September 30, 2020  
6:00 PM- 9:00 PM**

**Members of the Board may have dinner together @ 5:30 p.m.  
NOTE: Times are approximate and agenda subject to change**

Due to COVID-19 social distancing requirements the Fraser Board Room will only allow for participation of 6 people (not including Board and Staff). People with items scheduled on the agenda will be admitted before any public, not on the agenda, until capacity is reached. All others will have the opportunity to digitally attend the meeting with the information provided below.

**Virtual Meeting Information  
<https://us02web.zoom.us/j/85865472873>  
Meeting ID: 858 6547 2873  
Phone 1-253-215-8782**

1. **6:00 P.M. Roll Call**

2. **Approval Of Agenda**

3. **Executive Session**

For a conference with the Town Attorney for the purpose of receiving legal advice on specific legal questions under C.R.S. Section 24-6-402(4) (b). For the purpose of determining positions relative to matters that may be subject to negotiations, developing strategy for negotiations, and/or instructing negotiators, under C.R.S. Section 24-6-402(4)(e). Regarding Development Matters.

4. **Discussion And Possible Action Regarding**

5. **Open Forum**

a) Business not on the agenda

*(If you would like to request time on the agenda please contact the Town Clerk, Antoinette McVeigh at 970-726-5491 ext. 201)*

6. **Updates**

7. **Adjourn**

## UPCOMING MEETING

WED. OCTOBER 7, 2020 BOARD OF TRUSTEES

Board

Staff

Direct: Define the service, product or value to be delivered

Lead: Future focused planning

Protect: Establish the operational boundaries to be respected by Staff and monitored by the Board

Manage: Now focused policy and procedural guidance to ensure on time, on budget, and on target service delivery

Enable: Advocacy, resource development, and role discipline

Accomplish: Ensure the work defined by the direction of the Board of Trustees is accomplished