Ludlow Housing Authority Board of Director's Meeting

September 23, 2020 at 11:00 a.m.

Ludlow Housing Authority Board Meeting Wed, Sep 23, 2020 11:00 AM - 12:00 PM (EDT)



2020 SEP 17 1P 4: 06

Please join my meeting from your computer, tablet or smartphone. TOWN OF LUDLOW

https://global.gotomeeting.com/join/903936045

You can also dial in using your phone.

(For supported devices, tap a one-touch number below to join instantly.)

United States (Toll Free): 1 866 899 4679

- One-touch: tel:+18668994679,,903936045#

United States: +1 (571) 317-3116

- One-touch: tel:+15713173116,,903936045#

Access Code: 903-936-045

Join from a video-conferencing room or system. Dial in or type: 67.217.95.2 or inroomlink.goto.com

Meeting ID: 903 936 045

Or dial directly: 903936045@67.217.95.2 or 67.217.95.2##903936045

New to GoToMeeting? Get the app now and be ready when your first meeting starts:

https://global.gotomeeting.com/install/903936045

AGENDA

1. Roll Call, Members of Authority

David Sepanek

Joshua Carpenter

Susan Stanek

Audrey Polmanteer

2. Acceptance of the Minutes of the Meeting:

A. Minutes from August 2020 Meeting

3. Payment of Bills: Warrant report

4. Financial Report:

A. Monthly Accountant Report (July/August)

B. FYE 2021 Budget Guidelines

5. Modernization Report:

A. Offline Houses: FISH # 161075 Update



B. PHN 2019-13 Technical Assistance for Vacant Land Developments 171 D to 06 working on title searches for Summer Avenue

C. FISH # 161103. Trees at Chestnut Street update

TOWN OF EUDLOW

- D. FISH# 161107- 161110 Health & Safety
- E. Flood 106A Wilson Street: Vendor Insurance
- 6. Reading of the Correspondence:
 - A. Public Housing Notice 2020-29: Allocation of Supplemental Funding for Coronavirus Response
- 7. Old Business:
 - A. Update on Full time maintenance position
 - B. Updated Policy and Procedures Policies: Answer Attorney's questions
- 8. New Business:
 - A. COVID update: office hours, community rooms, PPE, sanitizing
- 9. Adjourn Meeting

Meeting Posted September 17, 2020