

**RECEIVED  
TOWN CLERK  
BELMONT, MA**

DATE: March 23, 2021  
TIME: 9:18 AM

**BELMONT HOUSING AUTHORITY  
AGENDA FOR SPECIAL MEETING  
REMOTE MEETING  
THURSDAY March 25, 2021 at 5:00 pm**

In keeping with Governor Baker's Executive Order of March 12, 2020;  
"Order Suspending Certain Provisions of the Open Meeting Law" –  
All Participation by Committee and Town Residents will be by Remote Access  
If the audio becomes unavailable, the meeting will be paused until it can be restored, or  
the meeting will end.

FOR PARTICIPANTS: The Housing Authority Board meeting will start at 5:00 pm. You can join  
the meeting 5 minutes before the scheduled start time.

To listen to the meeting online:

By computer or smartphone, go to:

- <https://us02web.zoom.us/j/82890253183?pwd=MFFWczZ6a2hkU1USUhaWIRrY1dNQOT09>
- Enter Password **723383** if necessary
- Follow on-screen instructions
- Enter your Full Name under participant (only those with a name entered will be allowed to comment if desired)

By telephone:

- 1 646 558 8656
- When prompted, enter Meeting ID: **828 9025 3183**
- If prompted, enter #
- When prompted, enter password: **723383#**
- Follow any additional prompts.

To Provide Resident Comments:

If you wish to provide comments when prompted by the Chair (related to the specific agenda) here is what you do:

- By Computer or Smartphone – once logged in you will be able to raise your hand(accessed in the participant box)
- By telephone press \*9
- When the host is ready for you, you will be called on by the last digits of your phone number or name (when prompted always start by presenting your full name)
- Comments will be limited by the Chair, shall be concise, and shall not repeat previous comments or questions presented by others before you
- Chair is not obligated to recognize all comments and may end comment period prior to your comment being heard

## AGENDA

1. Attendance
2. Grievance Policy / MOU Discussion
3. LTO/Tenant Comments on Above Matter
4. Confirmation of next meeting
5. Adjournment