

Town of Rock Hall

Mayor & Council Regular Workshop

Tuesday, January 3, 2023

Approximately 7:00 PM – Immediately Following Utility Board Meeting

St. John's Hall

Public May Attend In Person

REMOTE ACCESS OPTIONS

To Watch & Listen – use the Town's Live Stream Webcast – Rockhallmd.gov

To Listen and Speak – use a phone

Dial: 1-872-240-3212

Access Code: 949-645-733

To Watch Listen & Speak – use a computer or tablet with video and microphone, or a smart phone and use GoToMeeting app at

<https://global.gotomeeting.com/join/949645733>

First time users <https://global.gotomeeting.com/install/949645733>

AGENDA

Call to Order

Review & Approval of Agenda

Approval of Minutes –

Mayor & Council Regular Workshop Meeting – November 28, 2022

Closed Session Meeting – November 28, 2022

Town Hall Building Project – updates

Sale of Municipal Property

Purchase of Municipal Property

Relocation of Museum Artifacts

Financial Planning Project

Old Business –

Air B&B's

Auditor RFP

Basketball Court - lights management

Certificates of Recognition

Civic Center Drainage Project - update

Code Enforcement Fines

MDRC Circuit Rider Grant Program management

Property Transfer Tax

Special Event Application

New Business –

Committee Board Sizes

Communication Board Scope

New Trash Cans – ordinance update

Sea Level Rise

For the Good of the Town – Citizen Commentary

Recess to Closed Session – General Provision Article 3-305(b)(1) of the Maryland Annotate Code –
personnel and appointment matters.

Open Closed Session

Close Closed Session

Reconvene Workshop Meeting

Actions taken in closed session

Next Meeting Dates:

Rock Hall Town Hall Conversation Session – Public Works Status – Sunday, January 8, 2023, 3pm to 5pm, St. John’s Hall

Regular Mayor & Council Business Meeting – Thursday, January 12, 2023

Planning & Zoning Town Meeting – Rock Hall Comprehensive Plan – Wednesday, January 11, 2023

Regular Workshop Meeting – Monday, January 30, 2023

Special Workshops for Town Hall Building Project as needed

Adjournment