

Town Hall and Hildreth House Construction Committee
1/3/17 Meeting Minutes
Volunteers Meeting Room, Town Hall

Members present: Laura Andrews, Pablo Carbonell, Jack Guswa, Connie Larrabee, Rick Maiore
Others present: Marie Sobalvarro (Assist. Town Admin.), Debbie Thompson, COA director

Rick called the meeting to order at 7:35 a.m. We approved the 12/19 minutes as amended.

Hildreth House

Marie said that Classic Construction is now on track for substantial completion by 1/17/17. The Council on Aging is scheduled to move back into the building 2/1.

The lift passed inspection and another door has been ordered; the floors have been refinished; the back deck is nearly done. One of the remaining questions is whether to re-hang the front and back living room doors so they swing out instead of in. Marie is working with Vertex on this.

Connie mentioned a new patch in the ceiling that should be checked out and Jack said the wooden gutter leaks on the new front porch stairs. Marie will follow up.

Marie said that the kitchen sink would be moved to the left to make room for a dishwasher. She's still working with LLB on getting a replacement sink.

The committee voted to approve Classic Construction's payment request #6 for \$398,097, which will be presented to the Board of Selectmen for its approval 1/4.

Town Hall

The committee supports re-hanging the bulleting board on the building front. Jack will attend the Historical Commission's January 4 meeting to explain our preference and reasoning: it was attached to the building before renovation started; it is the only sign that identifies Town Hall; it has been attached to the building for more than 10 years.

Traffic/Driveway

We will meet with the Planning Board at 8:30 this morning for a site walk of the driveway plan Jack reviewed with PB members 12/19. This plan relates to curbing and signage.

The next meeting will be Monday, January 23, at 7:30 a.m. in the Volunteers Meeting Room, Town Hall.

Rick adjourned the meeting at 8:10 a.m.

Laura Andrews, recorder