

**TOWN OF THORNTON**  
**Selectmen's Agenda**  
**Wednesday, June 5, 2019**  
**5:00 PM**

**Public Input is not permitted throughout the Selectmen's meeting unless requested by the chairman of the board. Public forum is scheduled for the public to have a 5-minute discussion period. If the individual requires more than 5 minutes we request that you schedule as an agenda item.**

5:00 P.M.

Pledge of Allegiance  
Selectmen Work session

**Review documents in the following folders:**

Payroll/Vendor Manifest  
BOS Motion/Sign Folder  
Signature Folder  
Action Folder reviewed by Board for presentation by the Town Administrator later  
Zoning Enforcement Folder  
Planning Director's Folder  
Minutes Folder  
Mail Folder – initial top right corner of each mail item to allow filing

Work session Closed

Selectmen motion and sign the payroll manifest  
Selectmen motion and sign the vendor manifest  
Selectmen motion and sign the minutes in the folder  
Selectmen process the work supplied by Desiree Mahurin in the Z.E. Folder  
Selectmen process the work supplied by Brian Regan in the Planning Director Folder  
(Items from above folders that require lengthy discussion will be reviewed after the agenda appointments)

**Town Administrator presents Action Folder Items and TA presents**

**Agenda Items:** (no public input unless approved by the Chairman)  
6:00 Public Hearing – Special Event – White Mtn Boogie and Blues Festival  
6:30 Thornton School Board – Capital Community Needs  
7:00 Airbnb Discussion  
7:30 Non-Public Session (Non-public pursuant to RSA 91-A: 3, II  
(b-hiring and I-legal)

**Board of Selectmen Item Discussions**  
**Public Forum**

Other business or non-public issues as needed pursuant to RSA 91-A: 3, II  
Residents may contact the Town Administrator to get placed on a future agenda.

\*The board may review decisions made during the meeting in public input, at the closing of the meeting, provided information that could result in an adjustment to a decision that was made during the meeting.